

BAN YOU HANDLE THE POWER?

POWER UP FOR NINTENDO GAMEQUEE WITH THE SO IR AL

Neterola Gemellabe" is commer, Am you vesse, on be trapased. Their Tea cognitions of Neterola Gemellabe and discount all the new vestils and despise keets of play with the source—Networds Power* Networks Gemellabe is the United by Sprinn, and Networds Power is the United pipels with everything you need to secrecal.

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Pitenton Pinger's Guide

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and more! That's an amazing year al Motivisto Rower for jest SRESS US, \$2215 CEN, a savings of ever EGH off the newsstand cover price. Order road

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PLAYER'S. PULSE (

ed to Volume 148's Write Away, Right Away topic had more

to say about where women fit in to video game culture than they did about their favorite female game characters. Readers chose the flerce Samus Aran as their fave ferrine, but Peach, Joanna Dark and Sheik/Zeida got lots of votes, too.

FE-HAIL RESPONSE I think my favorne female hero is Samos Aran, who

holdly saves the galaxies Brun. She is a richteous

cheer mastak Kazone She's a pretry rough female if there ever was one. She's our outer on attitude and plenty of selfconfidence, And in Banjoery female Natendo has

m my favorite! Finally.

Orero, WI My freprite female chaeacter? That would be loaned Dark She rocke! Than She can fight, she's fast, and

she can acreally wear over-

WARA, the first thing that

came to mind was armoly

ever seen. Enough said.

alls and still look cure!

My favorite female hero is bad guys in video games Hey, I'm not actually in a Tiny Kong is by far the most video game, but so what? coolerific video game grel.

Aran are cool female game characters It's natural than there aren't many sames with female heroes, and is well continue to be that way an all those girl comers

herons? We otels like to play

LETTER OF THE MONTH

Hey, I was wondering how long you says have been making the magazine and how many people work there. Plus, why don't you may have a TV show?

Hank William Via the Internet

20/SE thereon years one. Check the manthood in the take work on Nestrode Power, West NPTV/ 59: our see it now.... Alan arresting wasward cheaters

nunturados cuera com

I think it's okey that there female characters in video games. We girls are versatile.

all that armor. But I can't picture a boy willingly

Lagree with Kyna Hoffman What's with all these boy video earnes just as much as video comes if there were

Of course, eirls get the short are a ton of cames where a pay rescues a princess or marden or whatnot, but why not a game where a girl rescues a prince? Perfect Dark is certainly a tribute to female gamers. I weah there would be more games that gave equal treatment to both genders like Resident Evil 2-two delicrost people, two different genders, two different stories. Resident fivel a sate the standard for

I know that girls are capable of arathino. Video games chould reflect that. But, for some reaacters in games. It seems that orthing. I would like to add ther. the reason I subscribed to NP that had females who were on the same critics board, I thank NP for considering diversity when bring critics, Good job!

For ages, garls in video games just look what Niscendo did to Peach. She runs around in a frilly nink dress, and she newer

blue-year overalls meterd of those ridiculous decrees.

While I may not be a eirl. I can see the problem all too well and believe came makers should my to

other readers are right-she

female heroes in games definitely aren't as well repre-

arrls may thank they have the short end of the stick there! She was anything and not quality. I mean, come on! everything when I'm control-What about Sheik? No one ling her! My friends tremble at has seen her in action set, the sight of her now, because it but I'm sure she would year means chev're ultimately it up. And Joonna Dark come to less. As a tribute to her beauty and power, my car Bond! And Samus is one of My complaint is that she is superheroes that I know, only active in multiplayer Besides, do you know any comes like Super Smash Bens. male video came stars that Melee and not an RPG. She In Realthra

sented as they should be I think more games should

Dark and Claure Redfield.

female lead characters. I

firmly believe that many

companies are trying to

make a difference in the cam-

ing hig. I hope to see a differ-

Whos! Wait a second! Some



Your HSIDER present source to executions Mistendo. www.nintendo.com

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Preresorded Geme Tips and Future Product Information

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& I NINTENDO POWER I VOLUME 150

THE WEAKEST LINK?

6-year-old, for cryps our

sogether with game play and

looks, dare I say it, "loddie." tendo GameCube, I was All of my friends don't like discusted! Nationdo Gamethe new look and said they Dabe is able to make won't begat as well. With the extremely good craphics and Meamoto aver and rard the game won't have the horrible graphics. I mean, same depth as it did in Oct-Link looks like he is a

rina of Time or Majora's and Nutrada Power stellers expressive, fluid animated Images from the owner, so we

style, which is extremely hard to occomplish with radeo came hardware. The style is ---different to he care had the quality of the graphics assume that the passe won't be complex or challengons No one knows how

sail not show any sympa shots

of it Many media outlets,

especially those on the Jater-

not, those to directed his

remost and filmed the short

present at Space World and

also. They then hemedoust the

proposably soles to their

sinaers. Net surprismals.

those senses were not clear

which video games deserve the small, or hirstill a Legend of Zelda game, intricate puzzles and epic scale. There is no reason to think that will chance. We think you should over the pass pudgment on it.

rnd. Why?

MITTAL CONFLISION In issue 147 you talk about Cube. I noticed that when

Via the Internal above your name on your

but when you write the intasks you write it "GCN"

The "N" is on the wrong

Nintends-approved way to abbreviate the new system's name. We like to keep there: official around here.

VEC-0-MANIA Is there a vegetarian in your

Marks, FYE The NP Krew is above un for a feet lanch



MUSHROOM MYSTERY pose of the kittle red mushmost of the articles in Nin-

tendo Power? It's a little iron that endicates you figured out on your own. Many magazines here them,

YOUR HUMBER'S UP

number to get into the subsembers' part of the websire?

link up those two systems. Will a work? It sure will You can link GBA to GBC as lone as voy're

cosks sumbers after MIRe's

When my fill out the nelter

put the eight-digit number in

words "Member Number," In

it type in any numbers that

here and before the "V" This

GAME BOY BROTHERS

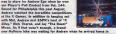
Advance. He wants to get

Mario Tennis for Game Boy

Color so we can so head-to-

YOU'RE A WINNER!

A meeting with "The Condor," Mat Hoffman. was in store for Andrew Fee when he won our Player's Poll Contest from Vol. 144. Bound for Philadelphia this past August. Andrew watched the incredible competitions at the X Games. In addition to benefity out with Mat. Amirow met ESPN's host of "X 2Day," Rick Thorne, and Jay "The Beast Miron. As If that wasn't enough, a brand-



"Corner Mitchief" and "Mild

Violence" called for the "T"

rating. The retinos are intended

to over families us idea whost

the nature of a sideo surre's

person their children should one shouldn't olay. In the end, form-

the should revery the owner

and decide together which

North York, Ontario, Hey, Andrew, just be careful on those no footed

double-berspin backflip 3's, OK?





some such as Moras Tennis

Cable that you would

normally see between two

One day I looked on Some

Smarh Boys Melec on

it's Rated "T." Why is at "T"?

The ESPR eleteration the rot-

ings for each game independ-

cen'y and doesn't necessarily

Game Boy Colors.

TEEN ANGST

version wasn't.



released for the NGs, the cover derreuse. You'll still see NGa covergor at columns like Countelors Corner, at least for a while. Soner Smark Boor Melce the ESRB decided that the game's

OUT WITH THE OLD?

When I first seened up with

sine talled almost only obour

ing-no offense! Now I have

Garne Best Advance Will the

Korn Kreeht

WRITE AWAY RIGHT AWAY

Hollywood harroweights have been inspired by video games for years. Mario and Luigi have starred in a cartoon series and a hip-budget action film, and more games are on their way to a TV or theater near you. Which video games or characters do you think daserve a TV series or movie? Write to the address or page 9 and pitch us your best ideas.

POWER CHART The new fall TV season is underwey.

but as far as wa'ra concerned, nothing beats the classics-classic video came cartoons that is. Check out our picks for the best cartoons based on video games, then turn the tables in Write Away Dight Away and tell up

acrees treatment!

TV WINNERS

Captain N: The Game Master 2. Pac-Man

3. Saturday Supercade

4. Super Mario Bros. Super Show! 5. Mega Man

6 Some the Hedgehog

7 Pole Position 8. Dragon's Lair

9. Farthworm lim

18 | NINTENDO POWER | VOLUME 150

10. Pokémon/Donkey Kong Country (tie

Ton Smart





NINTENDO GOES CLUBBING

he best gaming console in the known room. For details on dates, check out universe Nintendo GameCube deserves the religent of the controls and that's exactly what Nintendo of America has rolling, but there are many more events to in store for GCN and GCN fans thus fall. The premier event of the season is enine to be the opening of 12 Nintendo Cohe Clubs Atlante Chicago I & Phills Derroit Coburie Humans at malls theaters and Phoenix, Boston, Minneapolis, San Francisco, Dallas, Seattle and The But Apple will. play the night away-they'll have access to GCN interactives on 32" Panaspole HDTVs with surround sound audio, while Dis sten dance tunes. Nintendo Cohe Clubbers will probably want to spend most of their time. When the tube is off, you may thumb across with the 10 games on display, including a print ad in your second favorite managing. Lungi's Mansion, Wave Race: Blue Steem, Pikmin, Super Smash Bros, Melee, Star Were Rosus Sauadron II: Rosus Leader and others. Lucky winners will win a redesigned (columnally corners for GCN extrine) living

will have the most courtage of any source, as usual. Nintendocomercibe com will hold a special contest for fanatics who will do almost anything for a GCN. The "When Would YOU Do for a Nintendo Game-Cube?" contest will reward the crament stunts, such as people shaving their Very resteful. Probably the best place for you

The Nintendo Cobe Clubs will get things

look for. For instance, you might see a

Nintendo GameCube human Interarrey -- a

If you're hanging at home, you may catch

one of seven TV ads for Nintredo Game-

Cabe. The ads were shot in Great Britain.

cial features more than 500 cast members.

Your Inverte magazine (Nintendo Power)

to get some hands-on time with a is shipping 10,000 custing-edge Nintendo GameCube interactives incredible experience of playing GCN. There's no substructe for accu-

nietendosewer.com

ally playing Nintendo GameCobe, so

PIKMIN ON PARADE

Version aren't wally arms and they're autmost evenem mans out of not really plants. Here's what we copper. The alien world at know about them. They live on a planer for filled with enemies that view sway, they're cute but tenscious and when Olimar as pothing more than they work together in large groups they can accomplish wonders. You'll have a thance to meet Pilonin on December and about two weeks after Nintendo GameCubeis launched in North America Game Watch is here to introduce you to the magic of Mr. Mryamoto's litest creation, but we have to warn you that the same is still changing so some of what you see here may not end up in the final version of the came.

FUN WITH BUGS AND PLANTS When Captain Olimar crashes on the

strange, nameless world where Pikmin live, he knows he has a limited time to collect the scattered mecas of his speciable until his life-



a tarty snack, But the Pilonin are different. They seem to revers him. They follow him everywhere like imprinted duridings, and they take his orders like soldiers in an them to build a bridge across a stream, they hop to it. If he

parts of his ship and save his life



throw themselves into harm's way without a whimner. Pilemin are as loval as does and as ornanised as engineers. Cantain Olimor decides that, with the help of the Pikmin, there may be a chance to retrieve the scattered

PIKMIN PARTICULARS Pileren come in several colors, with varying arributes and managementalifferent spaces of development. Each type is ideally susted to functioning in certain areas or to attacking particular enemies. Piktrin can grow to more powerful forms if left in the ground to germsnote for longer periods of time. You can tell the level of grouph, such as a leaf or flower, by the headgear than appears on the Pikmini-





using power pollets retrieved from the counmyside. Pellets, which players obtain by outting down places or defeating enemies, come in varying sizes and will produce varying numbers of Pilonia. WORKING WITH PLANTS

Capture Olimar can make use of 100 Piketure

at a time, and they don't all have to work on the same who Using the Controller, players can select a aroun of Pikmen then direct them to work at once. They know what to do when they reach a particular target, so no further commands are necessary. There's a lot of work to be done if Curtain Olimer is to escape from the elien world, and time is abort. This December, you'll have to put your Pile-





FIRST PLAY

HANDS-ON PREVIEWS OF UPCOMING GAMES

BATMAN'S BACK

With a flick of his wrist, the Bazgrapple where you fight the buddles-skillfully shoots out and the Dark Knight swengs into mixed with contenstic anamations action. That's how Ub! Soft's Batmare Vengeance for Nantendo GameCube starts. Last month you saw some early shore roken at Ubile peres event in August. This month we liant journey man the world of the animated on time for a great But New Year ing of a cunning plan by the loker, After some statul training in the Buscave, the hero of Gotham sets off to bring his enemore to metric using every cool audies or his disposal, including the Butaring, Bangrap-

Charges and whicles. Assisted by Alfred

and Bezzel, the abor eao of milionare Bruce Wasne has a turn on his enemies. but he isn't awincible by any means. The

igh above Gotham, the caped cru- game includes the action-packed explosader hears a plantave cry for help names of vast sness of Gotham Citywhere you learn what's opine on. Uh-Soft used the votce palent from the Th will be released bushs and of noon has







HITZ FROM MIDWAY

ew people would say bockey is a dering if you're playing a game or watching





Pro livenses ande Hire un't test, and up to four players can fun, allowing you to practice moves, create custom players and crank the incredible soundtrack, which features Korn and other bands rocking out while you slan mucks and





nintendooswes our

TARZAN SWINGS INTO ACTION

he king of the jungle as headed to while granding along branches and away Nintendo GameCube this December, ing from vines will earn you extra points. according to our sources at Ubs Soft, and and those points can add up to extra lives. that means a swineing time for GCN own- Cut animations add to the story, which is ers. Dispey's Targan Urgamed is divided told by the Dispey characters. In Tork's into two modes-Story Mode and Terk's Challenge Mode, you race through levels Challennes, Story Mode is a journey into the as learning to use a spear or Bunoic rump- young GCN fons will have hours of fun in ine, but he has so be stylin' as he does it, the suncle while older fans will enjoy the Pulling streets, such as handstands and flips extra challenge Terk provides

trying to mick up as many points as possible dialogue and story are Disnevesque and









TAXI! TAXI!

The wildest ride on Nintendo GameCube is on its way from Acclaim in the form of Grazy Taxi. Our unilery of screen shots arrived just in time to show you what's in store for dare town and earn bucks delivering them to their destinations intact—and gibbering with fear. For those who've missed out on the Creary Toxi experience until now, the point of the ride is they secretly want. The wilder the ride, the more dough you'll score in tips. Acclaim's version has super graphies, foun cabs, a rocking soundtrack and built-in rumble on the









JACKIE CHAN IS THE MAN

crisision's latest Game Box tures Legend of the Dark Hand, tells the tale of an unimposing archaeologist (Inche Chan from Taclor Chan Advertures" on Kids, WB!) who must find early ancient Kune Fu acrolls before The Dark motion and a huge assortment of cool, marrial-arts fighting moves. You can pick up objects to use as weapons, leap or roll into or sway from attarks and even give the heave-ho to Dark Hand thurs who wander too close to Jackie. The graphics are hold, the characters are bio and the play control is as easy and appealing as

Jackie's winning smile. If you're a Jackie Chan far-and who isn't?-don't mus





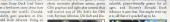




DUCKNAPPING

her to series a food near story shour how he will conquer the world). Donald, ney's Donald Duck Advance, Using an amazine device called the the Gyro-Gama-Tubal-Teleport, Donald is about to be whisked to the sate of the crime when by stealing its Energy Spheres. The resulting game involves Donald's search for lost Energy Suberes in each area he visits. Once he has the subster, he'll be able to reach Dassy through the machine







and cave the doc But the same is really new Interactive have a habit of creation











DOWN ON THE MONSTER FARM













THE DAWN OF A NEW SAGA







MORE MUTANTS

henators: Evolution Continues an investor of mutant crimes as an alterfrom Activision, Dreamworks SKG and Digital Eclipse thrusts players into the



native to resking the southwestern United States, As Dr. Kane, vos/Il storm a research facility where things have gone away. cator and some nifty action-hero moves. The characters and plot hall from a new animated series, which is loosely based on last summer's sci-fi flick, Dockman. The mutants come in all shapes and sizes, and there seems to be no end to them. Alienacces nacks in standard side-scrolling. shooting, jumping, swinging and ducking







areas are large and complex, however,

somewhat remeniscent of Alien a for the



N-SIDER NEWS

bouncy-perfect for Rugrats fans of all

sees Wild Thornberrye Chino Chase

style, where enemies and obstacles pro-

PLANET OF THE APES

Ubs Soft's Game Boy Advance and GBC Planet of the Apes sames ask the age-old with the grace of an aethoric hinne. The Prince of Persia-the GBA version boasts prettier graphics than its GBC countries. preries of the classic Planet of the Asse the opes. Fulfilling that mission will



ERESH RREATH

terful remake of the classic Super NES RPG. The graphics and sound on the GBA are they want. For epic namers of every stripe, Breath of Fire will be a great addition to the growing library of RPGs for Gome Rev Advance, Cancorn should have BOF teach



SEGA SPORTS

In addition to Virtua Striker 3 for Nintendo GameCube, Sega plana to produce NBA a.Ka, which is scheduled for release chizes unclude Baseball aKz. College Football a.Kz. NFL a.Kz. and NHL a.Ka. We hope to see all of them on GCN over

NEWS FINAL

Wranning up thus month's current news. Exemple come Resemble a for GRC Game for sDC's first Cubix game, based on the vide the basic challenge. All three games ishing up Virtual Kasparov-the first these simulation for GBA. THO is adding



tracks around the world, and THQ's game also on pace to release Hot Wheels: Burnin' Rubber for GBA this fall The Doors-like first-person shooter with smooth play control and a multiplayer option Disney/Pixer Monsters, Inc. from mated film in a side-scrolling platformer

nistenfoosses com

FORECAST

control is genile enough for young players to master right away. For older players,

Road to Wrestlemania, featuring World

Wrenling Pederation stars, is also on the

Sego's Columns Crown is a Terris Attack-

more sewels vertically, horizonally or diago-

nally. Storybook graphics and music dis-

and two-player games. Uhi Soft's Ameri-

ulation for GBA. Choose a male or female

angler before beading to Quick Fish, Tour-

nament or Practice Mode. Ubi hopey to

book players when the same is released

bringing Dokason, a language RPG for fall. Dokupon has rice graphics, a very

cheesy story about young men proving themselves to be strong adventurers and

guessing who will attack first. Mech Pla-

for production and combat. The game is

broken down unso strategy missions of

varying complexity, with players com-

industrially or in groups. And finally, a

new nublisher for Nintendo GameCube

named Legacy Interactive is working on a

CHiPs same, based on the syndicated arries about the California Highway



USO SOPPORATEON: US-YORKING ARRESCAN PAG TRUCKER

ALC: STAR BALEBALL DOGS

BETTER CARR TOWNSON

CHAPTERS

DISMET'S TIMEARN UNTRACE DOMEST COME BACING

FEM SOCCER 2002 JERSAT ACCOUNT SUPERCEON

Hamony AMERICAN BASS CONTER

RESIDENTIAL

DATE T BOXIG PLESS

DOSET/TILLAR MONSTERS, INC.

CHIN: BORGES FOR EVERYOR

SATRAR: VINCLING ROMANDA SEGUATION







RICELL MOSSEL LOS CO. PRINCING Y STAR COLDER PERSON I

NEVERSAL STUDIES THERE PAR

EUGRAPS: CASTAL CAPIE THE SCHOOL SET LICES

SESA SPORTS: HER SHE

OF SEALER PROP. MIRCH

DELD WERSTLING

HAT HOTEMAN'S PEO BAS MORTINE AMERICA ANNUALS AND THE CO. MARCY GREW; MESSAGE IN A HAUNTED MANSION HUS BITZ 20-02 CINE SURS. HIRT DODG: MUSTER'S RAD CORNA

POCKY ARD B SONT WITH BOCK

BOCEST POWERS - EBANK SOUTH

MACO BUCHON- HOSPIE'S CURST MIGA MAIN N-TERRO 2

fairly sample and the music is relentlessly. Brook of Fig.

MICK AT GRA



You won't believe your eyes.

Mario's more super. Zeldo's more legendary. Infe Cube Nintendo GarreCube's" specifically optimized 485 MHz eye-popping 3D graphics, faster tors of other cool new games in the works which means you gin't seen nothin' yet!



Can you handle the power? Nintendo GameCube" at Best Buy.





And the control of th

QUICK BYTES

WAVE RAVE

WARIO LANDS ONLINE



DIDTERDO WEGGITS LIST

When you see the NP logo next to a tip or game previous in Microsoft Power, it meens you







A strange contest, a missing brother and a mansion at midnight add up to theills and adventure in Luigit Mansion from Nintendo. Armed with a vacuum cleaner and a flashlight, taigi must clean out the spirits from a huge haunted house to save Mario from the leader of the Boos, It's a little seary, kind of creepy and a whole lot of fun.

Luigi wins a contest without contestants. Could this be some fleshlight in hand, to find out





Professor E. Godd offices infor-matice and a tricked-out upon that if help Laigs clean up.





ETHEREAL ASSISTANCE

As you guide Luigi through his adventure, be sure to scarch help you capture stray spirits and survive close contacts with the manulatis nooks and cusmius for odds and ends that will envery contacts.

Helpiul Hearts Same phosts pack a strong punch, that coases Laights real When your board mater is deploted, you can find hig and small bearts to said the water and beart to said the water and beart to said the water and beart to said the water.



Cash and Prizes It's traditional for Maris and Laigt to collect gold coles as their adventures, but the stokes are reach higher in Leight Moreson. The transvers includes bills, yearly, discounts and gold hers.

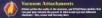


After you clear a roces of its spirits, you'll ensetly ears a world lites. More of the three set, the rises is a key to easther soon. Kney replaces and unlockers—Mann unceds your halo.



You'll find Princese Prach's areintant. That, ou several occasions on your quest to wrewit the mystery of the massion. Use Teed to save your programs cote a GCN Messary Cant. Shrinking Shroom





HANDHELD

Professor E. Gadd will hand over his variation of a popular portable system. Game Boy Horror radio connection to the professor.





ᢛᢎᢅᡷᢐᡓ᠘ᡠᢐ᠈ᠮᢧᢧ᠘ᡦᡙ᠔ᠵᢀᠵᡊᢊᢓᡑᢀᡊᢊᢓᡑᢀᡊᠩᢓᡑᢀᡊᢓᡑᢀᡊᡚᢀᢙ᠐ᡧᢙᢀᡊᡀᢀᢀᢙᢁ᠙ᢙᢨᡑᡑ

BOO-BESTING BASICS

If you want to grab ghosts, you've got to have the right equip—advice, each the spirits off guard and carefully clean up every ment and know how to use it. Histen to Professor E. Gadd's—room of the manation. Light the Way



Search for Secrets

Leave No Drawer Unopened in avery room. You can income information and itsum by pushing, pelling vocusining and examining all of the minimises in many objects. You'll be rewarded with beauty and tenangers.

reasoned by tapping the A feature or unlenshing the power of the vicuum By contains cabbest doors and drawabject, you can trapper events and collect chars sed (core).

Professor E. Gold's special vacuum the Politerpast 3000, is designed to

the Polargust 2000, is occupate to pull in spirit loans. When you trees them with your flashlight, you can turn on the vaccium and capture them with section. Some ghosts

VACUUM TACTICS

Some ghosts are pretty tough to take in, but you can each 'em all by using your flashlight and the Poltergust 2000 properly. Stun them, hook them and start pulling. Don't let go until you've not them under control.



(Rocets dan't libri light in fact, most at them freeze when you hit them with your bases. A vacuum-ville striking jakes i slope onemonarily and shows its health make. That't your care to fire up the Pollargant 2000.

Recl Them In



When you look cate a ghost with when you need the territory of your vocume, you can pail it by manuscincing the Cratted Stick and the C Stick Keep pulling. When the apprets mother in dealtrief, vocificantors it.

USE THE ELEMENTS You can suck in and sprny out fire, water and freezing mist—ghosts is with help from the elements. Duen, sook and freeze Blast Water

with the power of medals. The only way to weaken some your way to a ghost-free mansion Throw Flames



The Fire Element Medal allows you to take in Benning sprits and releas fire is soverel instances, yea can trigger events by laphyang carolles. You can also combut celd gheets with a burst of fleens.



With the Water Element M atso was it to trigger you with a gheatly guard dog

GHOSTS BY THE GAGGLE

The dark rooms of the mansion are packed with a variety of - it will serve you well to know exactly how to deal with it. haunting bookens. When you spot a particular spirit type. Take note of the abost varieties as you explore. Stun and Pull



Don't Slip Up

The phasts that resemble garbage cass are slightly more prevented then streedend phosts and quits a last wore objecte. Path up the bacers peeds that the phasts lawer behind had pall them is overfully if you also, you'll have your grow.



Shake Them Off Some gheets can smuch up behind Liégi and grab auto both ef his erent, écolog len uneble to use the vocum. Move the Control Stock book and farth paickly to shebe these lierse, there aten there and pall them is.



Elemental Extinguishing Some ghosts for this easily Look at their hearts. If they are surrounded by fire, you may need to douce there to make them velocrable. Other pheats weaken only if you let them with fire



<u> «୭୯% ୬ ୮୯୯୯୭ ୬ ୯୯୯୭</u> ୦ ୯୯୯୭ ୦ ୯୯୯୭ ୦ ୯୯୯୭ ୦ ୯୯୯୭ ୦ ୯୯୯୭ ୦ ୯୯୯୭ ୦ ୯୯୯୭ ୦ ୯୯୯୭ ୦ ୯୯୯୭ ୦ ୯୯୯୭ ୦ ୯୯୯୭ ୦ ୯୯୯୭ ୦ ୯୯୯୭ **ENCOUNTERING E. GADD**

ENTER AND EXPLORE LUIGI'S MANSION

The mansion has three floors, a roof and a basement. This review covers the passe's first two areas, which will take you through parts of the first and second floors. The maps below cover those areas. The darkened pertions and those not pictured are beyond the scope of the review

ICON KEY FER LOCATION 🍩 HEART LOCATION

When you check the door at the top of the main staircase, to enter the parlor at the top of the stairs, where you'll then head downstairs again, the first key will appear. Use it discover Professor E. Gudd. A Course in Collection Chost Story



Professor E Gadd will give you his Politerpost 3000 and track you have to see it, in combination with your fleshlight, to captero ghosts After yea've had some gloos-gazzfing precises, you'll be ready to return to the mandion and etert election us.



THE HAUNT HUNT BEGINS

With the Peltergust 2000 on your back and the norale at the enter the mansion, talk to Toad then climb the stairs and ready, you're prepared to start capturing ghosts. When you begin your adventure in the parlor Dowerful Dull



Aim the nozzle at the candles on coch ande of the portreit as the book wolf of the parter and use the second's section to bless them cat. The phosts in the reen will come to life and effect. The bettle hopes.



As soon as you one a sheet, stan'd with your floodinght ord pall it is with your vectors. When every spirit in the ream is gone, the spon will light up and a lary will appear the the hey in setur the exact recor.





Mo Escape

When you was the key from the parter to eater the working room, a lence field well keep you from herwing settl you cellect oil of the phosts in the room. Keep sowmen and oleaning. CLOSET HAUNTS

The route through the portor and waiting room will lead you to the closet. There you'll discover more ghosts, a passage to Tood on the beloom and an out-of-the-new key.



Noril enocuter a sheet in the shape of a garbaya can for the first two in the sincer. Which for the beasan peals and pall it in After you collect the shoets in the more, open the ubos. More ghasts will pay up



1st Floor Man

BOOKISH BOO

After you collect the key in the closet, you'll be ready to take If you can give Lydia, in the master bedroom, a good scare

on the pallery ghost in the study. Gallery ghosts are you'll be able to pull her in with the power of your vacuum stronger and smatter than the random room haunts. Try to The flashlight isn't enough. Search the room for semething

Catch Him Happing Curtain Call



What Neville years, he'll be suf-senable. Thats year Heablight on him end power up year vectors. If the phost breaks bone, suck up the transcen be has left liabled, then engage with her agont.

Ginh the ghost with your vacuum who she's valuerable. If you can hold on to her for a long time, she'll be good to he fy a drop lerger pearls. Keep gulking, then claim up on the treasure when she's in the vacuum.

FRIGHT NIGHT



THE KEY LIFTS THE CURSE After you talk to Professor E. Gold in his lab and see the ter the mansion and use the baby's key to clear away the

first gallery ghosts go back into their pointings, you'll reen-force field around the ground floor door Hallway Hijinx



When you wolk up and down the half on the ground floor, you'll encounts race, buts and several surprising spirits. Cotch there if you can, but he aware that they will couse back to haust you when you pass through the Bathroom Brawl

The ghoste in the hethroom will attempt to greb you'd they get clean enough. Shake them o'd and bring them in. When the rount lights up, you'd find a key on a shalf. Pull it down with your

DANCING DAZE

You'll encounter several rough ghosts in the ballroom. spectral Shy Guys, two at a time. If you try to capture all of Before you enter, search the half for hearts. Then take on the the shoots at once, you'll be overwhelmed.

I Humask the Shy Guys

RELEASE THE

The Sky Gays won't be affected by es they are wearing their couples. Put off the manks with your receipes, then het the Sity Gays with the beam



After we called the last of the Siv Gave, the terrelables or the builtoon will begin to spin and a pair of dences will metersalize Yes much be close to the dences to see them. When they spin dreament to see them the light and caybare them.



RATTLE BATTLE **

When you leave the master bedroom with the key to the room across the hall you'll hear the cry of Channery. The temperamental todeller is young but powerful and resourceful. Search the room for hearts before you bortly





The first deaper that you encounter in the criti creen is several low-fly-ing reaching horses. Knop moving to overel them and stay on the center of the mone when two herses fly in oil





Search the Storage



Pull the poster off the spoth well to record martine batton Whon you punk it, 50 floor, led by King Boo, will occupe from a help in the floor Boo collection will play a big part in your affect to find Mario and capture



You can use the Gama Boy Merror to find the min was Boot. The Box Bede fileshed yellow if there is a Box as the room and red if you're very clean Una your Politergett 3000 to make it marerables.



THEY'DE HEDE! You'll find Boos in almost every room of the mansion. As soon as you light up a room, use

Ball Blass

Collection Cry

with Channes, the creature will have and you'll be oble to pull him in with your Politerant 2000 it he breaks free, modd him so he bounces, their try egent. Year reward in the pick tor.

"ଅନ୍ୟୁଦ୍ର ଓ । ମଧ୍ୟର । ମଧ୍ୟର କର୍ପର । ରେପର ।

BOO BEGINNING

Borin your search for the Boos in the second floor room that you've already cleared. Boos hide from the light. You'll After you have collected five Boos, the professor will call to give you a clue



Once you have five Bons or seere, you'll be able to enter the washroom and tells to Tood, who is hiding there. Check the failet for a key.

A FORTUNATE DISCOVERY

When you enter the fortune-teller's room for the first time, the next room. Come back once you can light the there is little that you can do. You need a tool that is in fortune teller's candles



The reces with the well-te-well sizes holds the key to lighting conflex. When you see the short

Fortune Shines on You Light condies in the ferture-tellar's recen to reals the key to the loundr zeem oppose Then fecus the Gauss

MAKE MUSIC

The laundry room holds a clue. If you check the washing The reward for your strande with the butler is the key to the conservators: There you'll be able to play instruments and

III One Man Band

Clear the room, then seek out the butler III Floating Fire



LOST LAUNDRY

machine, you'll find one of Mario's lost items-his red cap.

You'll first the botter, troking dis-grantied, in the botter's moon When he precises his error and starts con-stalency to homself, he il be vecuon-



coptum har sheet reasic, you'll be able to one bur be seen and test her in

conservatory. They will begin to pley an seen an you truch there and well warh at concert to bring forth the sounds of the Super Merco Breo

SURREAL MEAL KITCHEN CHAOS

You'll get the attention of the gluttonous ghost in the diving When you enter the kitchen, you'll be greated by flying pots and fire. Pull the pots off the rack with your vacuum before recom when you light the candles on the table. Take away the chose's food to make him vulnerable. You'll earn treasure the spirits pick them up. With the pots gone, you'll be ready to go after the ghosts.

III Fire and Water



The phoof that you ancover as the relesponder him a cold heart. The only way to descape it as to his it with a bleat of fire. Use a combinion of line and success to whitele

DOG FIGHT

The back door of the kinchen leads to a small ward with a attention with two of its favorite thines—a full board of chostly cased doe and its doehouse. You'll set the doe's water and a tasty bone Dish Delivers



Feliare you can make the phont do valuerable to your vacuum strack, you've got in gat the day's extends than the insent on the side of the bases to fell your vacuum with water, then left the degit desh. The fen will table series.



Once the dee is octive, a glossify shele too will appear. When you ception the sheletine, you'll plant to been in the middle of the area. The day will anobe its way to the lease and increase valuationly to be rece-

GRAVE SITUATION

After you've dealt with the dog, you'll be able to enter the wilking close to the resulting air vacuum. You'll find a gravedochouse by selecting it with the Gume Boy Horror and yard on the other side.





Nervoils, when you clien not the phorts in se eres, a key or treasur-will appear. When you client the gaveryord, on otherwell give will served one of the grovestenes. More treword the stone is treasport to the most eres.

HIDDEN HOLE There's a mouse hele on the east wall of the butler's room. When you select



ം ഗ്രാസം താനം താനം രാഗ്രാം ഗര്സം

SHADOW SHOWDOWN

Your battle with the spectres revolves around the fact that use the shadows of the other ghosts to make Bogmun, the one of the ghosts you'll fight does not cast a shadow You'll shadowless one, vulnerable. See-Through Spirits The curious leasure of most of the ghosts in the greenyed had in that they cast shadows—our

Shadow Ball

When you have control ever one of

Gum Up the Chost

Whose yes his Bognites with a shadow, forkness will serround it and it will strangle to bounk from Tanks poor one to captain the ghost. Ever yest receive as it and start patting it is.

Keep Pulling

Econics will put up a light and try

COURTYARD CHAOS

You'll find a lot of activity in the courtyard-flying fish, bubbling water and surprising spirits. You'll also find a hidden Toad and a letter from Mazio in a birdhouse. Search the yard and be sure to use your vacuum everywhere you go.

The Back Forty

The ghosts of the coursport ree much like the hallowy spirits. You one copting these, but they keep cosmop hoch. The rease exception to that rafe is the spirit that you will faind at the bestime? the well.

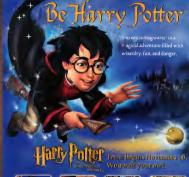
Deep Discovery

When you climb down into the well and year through the hele of the end of the terred, you'll reake a storting decovery. Mane is as the measure and he desperately.

MISSING MARIO

Much of the mansion and many more spirit encounters has left behind, Madame Chievoya will point you in the

still await you. When you collect five objects that Mario right direction. You're on your years *അര്യൂണ്*യാരാള്ക്ക് അക്കേര്ക്കുന്നുന്നുള്ള





















36 | MINTENOS POMER | VOLUME 150



FROM THE HEYDAY OF THE NES TO THE DAWN OF THE NINTENDO GAMECUBE. NINTENDO POWER HAS PROVIDED NEWS ABOUT THE WORLD'S GREATEST GAMES THIS MONTH, WE CELEBRATE OUR 150TH ISSUE AND WE'RE STILL GOING STRONG.

BIG BEGINNINGS

popularity of the NES and owner such Zelda and Metroid becords millson Clab Farm member of the clab News, a quarterly newsletter that offered strategies and information

infamous "Minus World" of Super Mario Bros. That was just the beginning. In July 1988, Ninerado Power, a 100-pers-plus, fullfleshed bimonthly magazine, made its debut. The name of the magazone placed off Nintendo's slower. "Now you're playing with nower." After receiving the first times as members of the civils more than a refubon readers signed up to become Nintendo Power subscribers. The first cook introduced players to huge strategy reviews and regular columns. It also marked the debut of Howard & Nester, a corne that

followed the adventures of Fun Club President Howard Phillips and fictional fan Noster, a know-je-all gamer. The feature graced the pages other things, introof Nintendo Power for more than five years. In June 1000, morehity Aured placers to the publication of Nutrendo Power began, first with bimonthly Sentrey Guides, then with regular monthly issues of the magazine starting at the beginning of 1991. Since than, we have continued to publish the managing monthly along with a collection of Official Nice.

sendo Plaser's Guides and, most recently,

THE MORE THINGS CHROGE...

After 150 issues, every edition CURRENT COLUMN DEBUTS of Nuntrado Power still uncludes Player's Polse (feerunds; Counselors' Corner, fewturing answers to frequently asked same operations Classified Information, dedicated as

nemating desails on hidden

game features and Game Watch

COUNSELORS' CORNER - July 1088 Volume I CLASSIFIED INFORMATION - July 1088 Volume I PLAYER'S PILLSE (formerly Maifbox) - July 1088 Volume 2 GAME WATCH (formerly Pale Watch) - July 10/88 Volume 2

Now PLAYING - November 2000 Volume 18 POKECENTER - April 1000 Volume 110 GAME BOY A-GO-GO - December 1999 Volume 226 Next range Class over (frequerly NP Online) - Assurt 2000 Volume ras

(formerly Pak Warch), which peovides news about upcoming games and hardware. Over the course of the masseine's history, some results features have evolved, while others have come and come. The section that frances cansule process of games was flex known as Video Shorts. In November 1989, it became Playing column. Another early section, the pop-culture movies and music report called NES Journal, disappeared at the end of 2000. It was replaced with regular articles on more game-related topics. In 1002, we added 16 pages of Nintendo-related comics to every

Power insert, debuted. It was replaced in 1999 with Pokecomer. At first the column was a two-page Pokemon news and char section. Later that war, it expended to its current fivenage format. The most recent column change occurred at the beginning of 2001, when Pak Watch became Game Watch, a name change that anticipated the duc for-

issue. The first comic subjects were Super Mario Bros. and The Lepend of Zelda. Since then, our comics have entered the Metroid. Star

COVER COVERAGE The goal of every Nintendo Power cover is to arab readers with a powerful smape that showcomes one of the same's featured articles. In the early days of the magazine, somes from first and somes some created with the factors models and management for the court. The first court that presented illustrated characters was the Man June 1989 Teenage Matant Nime Turtles cover. In January 1000, we featured Jack Nicholson as Batman's The loker, our first cover celebrary. In April 1942,

appear on the cover We olsced a Super NES Controller in Hogan's hand to better he the image to the World Wrestling Federation Super-Weredemania came featured in the some In Pelevary 1008, House appeared on the cover again, only with an N64 Controller in his hand to colcheste our WCW vs. pWo propers. We have more rechlished up. some with multiple covers. The four Star Wars: Shadow of the Empire covers for Volume 92 in January 1997 depicted four different Star Wars

Fox and Ster West universes and

most recently the world of

Polymon In 1995 we

mon dedicated to RPGs and

Center provide asme

strategies, it also featured

several "making of" articles

and merryews with RPG

mon Power, a Nintendo

Hollywood" Hulk Home became the first appropriated figure to characters. The four Star Wire: Equade is Racer covers for Volume 120 in May 1000 showed four Star West vehicles. SINTENION DOWED POVEDS BY THE NUMBERS

2) The number of NES pames that have been featured on the cover of Nintendo Power. The longest streak of NES covers up: 26 Amben by a Game Boy cover for Volume 27.

The number of Suner NES curves on the course, the first of which was Suner Morio World (Volume 28). 54) The number of Nintendo (i.e names on the cover, Volumes 103-124 represented a 24-cover streak for the system. The number of times that Ken Griffey Ir. has appeared on the cover, Griffey is the sports star to be most frequenth featured on the Nintendo Power cover. Other sports stars who have been featured include Brett Faire and wrestlers

Mankind, "Stone Cold" Steve Austin and "Hollywood" Hulk Hogun. The number of areade games that have appeared on the cover. The honor goes to the areade sersion of Killer Instinct 2. The number of times that Mario has appeared on the cover. He is, by far, our most popular subject. The number of contecutive Nintendo Power covers that included art on the mine, from January 1907 through

December 2000. Put them all together to see images of Mario, Link, DK and Lusia. The number of covers that have featured Poleimon names: Poleiman Snap! (Valume 121), Poleimon Yellow Special Pikachu Edition (125), Pokémon Stadium (110), Pokémon Gold and Silver (116), Hey You, Pikachu! (118),

38 I NINTENDO POWER I VININE 150



Ningendo Entenanthe demand for a magazine with the size and scope of Nantendo Power. For nearly four years. NES games were Nintendo Power's focus, with 12 covers, hundreds of progress and thousands of strategies and codes. An NES

The popularity of the awards and published the first Stratory Guides The final NHS game featured on the cover was Bartletoads & Double Dragon in June 1993 (Volume 49). The last NES game reviewed in the maximum was Winnis Woods in Ornober ume 78), we published a toth antiverssey retrospective for the NES, which featured a fictional honory of NES

accessory R. O.S. (Robotic Operat Top 10 NES games from the NES, the magazine debuted and its staff developed the the ways 1988 and 1996. The Legend Power Meter racing system, created the Ningendo Power

of Zelda topped both lasts



AND THE RESTER GOES TO.

The end of the year has always been cause for Nuntendo Power to look back at the past year's games and reward those games that represent outstanding achievements. For the first few years of the Nintendo Power Awards-pagespased by the staff, world on by the readers - we the Motion Ficture Academy's "Oscars" Catrincluded "Funniest Game," "Coolest Vehicle" and "Most Unruly Game Title," One carevery that has always been part of the awards at

winners of that category.

Zehla II: The Adventure of Link (NES) Termore Mutant Nima Turtles (NES) Super Many Bros. 2 (NES) Super Morro Wireld (Super NES) Street Fighter II: The World Warrior (Super NES) Mortal Kombat (Super NES) Donkey Kong Country (Super NES) Super Murro 64 (N64) GoldenEye 007 (NG4) Zelda: Ocarina of Time (N64) Donkey Kono 64 (N64) Zelda: Mastra's Mask (NGc)

PLAYWITH THE BEST



Mark. The Person

Meters are retroduced.

emerge, it pubbolish

Jonany-Moseliv

Polis Wines and

GAME BOY The Poke-Man (pronounced 'poh-kay-man,' short for Pocket Monsters) phenomenon in Japan must be seen to be believed ... Whome of

Pak Warsh column for the for the first time that a revolution in poreable gaming was about to begin, Game was on its way. Of course, that was

tast the beginning of Game Boy coverage in regular part of the magazine, and in August 1901 (Volume 27), Nintendo Power festured a Game Boy game on the cover for the first time-Meas Man in De Wilv's Revenue, Volume 60 brought the first mention of Super Game Boy, a Super NES accessory that allows players to play Game Box cames with their Suner NES, Volume 68 broke the news above the release of Virtual Box Volume 98 featured the first look at what would become a boon for the Game Boy system and Nintendo-Poleimon. Nintendo Power first mentioned the Game Boy Color in Volume 113 (October 1008) and presented an article about the breakthrough postern in Volume 114 (Novemher 1998). The first official word on Game Boy Advance appeared in Volume 132, published May 2000. Game Boy, Game Boy Color, Vertual Boy and Game Boy Advance have accounted for a total of 15 Nintendo Power covers. Game Boy Advance is now the subject of its own quarterly publication, created by the designers and writers of Nintendo Power. The third issue of Nintendo

Posser Advance will be published large this year.







included a question and answer session with a Nintendo came fan who also harnened to be a celebrity. Celebrity Profile (a.b.a. Celebrity Placer Profile) started with Kirk Cameron (of "Grow, ing Pains" fame) in Volume 1. Other featured celebrities included Macaulay Culkin, Edward (then known as "Eddie") Furlong, Tim Allen, Jay Leng, Ken Griffey Jr., Bart Simpson and Will Smith. Two separate Celebrity Profiles featured actors from "Star Teek: The Next Generation"-Michael Dorn and Wil Wheaton The Celebrity Profile section ended with Volume

From 1088 through 1002, nearly every issue of Nintendo Power

43 to make way for more game-related material

nintendopewer.com

PLAY WITH THE BEST



The Legend of Zelda.A

Nevenber-Super

Ade-Nintendo Payer



With the ability to rotate and zoom-in to objects, to manipulate as many 88 128 moving characters at once and to present a real-sounding, fully orchestrated soundtrack, the Super NES is more than just a standard NES with better graphics-it's a whole new kind of game system." - Volume 25





in June 1901 (Volume 25) with Volume 42, published November 1992, Nimendo an smide titled "Introducing the Power readers fina learned about the Super FX chip. Super NES." In September 1900. a probnological breakthrough that made v.D. sovie Super Mano World became the first games, such as Star Fox, possible The largest con-Super NES game to appear on the securing atring of Super NES covers occurred on Volcover (Volume a8). The first full year tumes 62 through 71. The last Super NES cover of Super NES coverage, 1992. (Volume 90) featured Donkey Kong Country 3 in









YOU'RE GIVING AWAY A WHAT, NOW?

To celebrate Nintendo Power's reath seem and the November 18th launch of Nintendo GameCube, this issue's Player's Poli Contest will reward 50 lucky winners with Nintendo GumeCube systems. Over the history of Nintendo Power, the Player's Poll Contest has received millions of entires and given away tons of 1997) was actually a ton of pennies (\$2,628.77). Among the other prixes that Nintendo Power has awarded are thousands of names, several aroade machines (encluding Killer Instinct. Suzuka 8 Hours and NBA Hangtime) and dozens of trips. Among the most notable trips were a Final Fantasy adventure in the British Virgin Islands and the chance to 90 one-on-one with NBA legend Charles Barkley, Nintendo Power has also oven away three curs, a pair of op-curts and a polf cart, and prope from several Excellent Adventure, Ripley's Cryotube from Alien 3 and



PLAY WITH THE BEST





(Volume 54), the Nittendo 64 is he system that has enjoyed the most Nintendo Power courses. The name

Numerical Ultra 6x first

(a) Volume 73 prosted readers to the first pretures of the new system, and Volume to revealed the Nintendo 64 loop and depend the "Litter" in the netrem's name for the first time. Volume 8s. nublished in June 2006, becaste Ninsendo Power's first Ninsendo 64 cover. Volume 94 gave Nintendo Power readers a first exclusive look at

Asset. The Nederale Zelda III for the Nimendo 64 and Volume 100 Orige colors opens: called Super Mario 64 the best game of all time. In in the manager for the Violanne 106. Pak Watch broke the news that Zelda III would be called The Leaend of Zeide Occeins of

Time in a nine telloi "What's an Oceania?" The Levend of its first Nimendo Power mention (Pak Watch, Volume 124). The same was "unmasked" as The Legend of Zelda: Masonis Mask in Volume 142 and appeared on the cover for Volume 192. Nitrorndo da covergor continues, but it has been nearly eclapsed by the appearance of Game Boy Advance and Nantendo GameCube games.

A REVIEW OF THE RATINGS

One of the most important functions that Nintendo Power performs is lettino readers know which games are the most fun to play and how Dogmes compare to each other. The first way that Nintendo Power fulfills that function is by offering strategy reviews of what we consider to be the best cames. Since the March/April 1989 issue, the magazine has also included a came rating system. The ratings started with the Power Meter, a five point evetem conering four categories (Graphies & Sound, Play Contral, Challenge and Thome, Fun). When the Now Playing section becam to Volume 18. a Power Meter

rating table appeared on the column's last pape. allowing readers to compare the ratings and features of recent releases quickly. The column was redesigned in Volume

44 to offer capsule reviews, which fratured the plusses and minuses of each same. Volume too brought a new New Playing column, with comments from Nintendo Power staffers and a 10-noest nation system. In January 2001 the rating system was

Whale two issues is a benchmark that deserves reflection. Game Cube titles to the magazine. A new cas in Nintendo this is no time to slow down. We've been covering Game game systems has began, and Nintendo Power will con-Boy Advance for several assues, and Volume 150 brings timue to give you the latest news, tips and info strught

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9 9





MUNCHIN' SOME GRINDAGE

Tony Hawk's Pro Skater a is a great game, but there as no come that couldn't be improved with a few well-placed codes. In the case of THPSs. Activision open huge, coming through with exactly the land of tricks that code geeks crave. Some make the game casser, while others are not plain crary. To enser any of the following codeswhich will work in any mode-simply pause the partie. After done it correctly. You can use as many codes as you want or mal, just enter the code again to turn it off.



HOLD THE AND PRESS INFINITE SPECIAL METER 4. V. A. V. P. V

Y 4 P 4 P

* * * * * HOLD & AND PRESS SLOW-NIC MODE A A A A Y A P

HOLD THE AND PRESS ALL STATS AT 10

HOLD IN AND PRESS TURBO MODE 4 7 4 4 4 4

WHO'S DA



HOLD THE AND PRESS 10X TRICK POINTS. * * * * * *

HOLD IN AND PRESS DOUBLE MOON PHYSICS

HOLD WE AND PRESS PERFECT BALANCE

ICON KEY: C SUTTORS & T 4 CONTROL FAD (4 4 4 BIG CHEAT MADEY NOT JUST FOR FUN SENT BY READIN.

DEALING OUT FREE CARDS

lossing ende lets you use any DSS card combo even if you don't have the required cards. Select any Action-Attribute

card pair that you've acquired. While you're playing, enable

the cord combo but pause the same before it finishes acti-

vetting. Go back to the DSS acreen and highlight the card. alots for the cards you wish you had. Once you impusse the

game, you will have the combo for the slore you bight about

The combo will stay activated until you turn it off or return

SMELL WHAT THE ROCK IS COOKING

godiske empolers. On the Title screen, choose Con-

the code, you will see the Debug merry, which allows you to choose your starting stage and turn on God Mode. With this

made enabled, your wrestlers will never run out of energy-

DEBUG THIS

The Rock and Steve Austin may be tough, but they are only human. Use the following code to turn them into

ing Dracula's crib is cornecally surleage. The fol-



THAT'S POWERPUPP, NOT POWDERPUPP

This month we have a besy of very useful codes for The Powerpuff Gurls: Bartle Hum. Remember to erzer them on the Use Chests screen. Keep in mind that you can use only one code as a time. Also, since each of the codes to so orest, you may have a hard time deciding which one to heroines the "Fowderpuff Girls," or you may find out the hard way why their name includes the word "power."

ORT THE POWER OF THE GLOW



UNLIMITED



FLIGHTS OF





WELL, ISN'T

THELP ME. I'M



NOTHING LIKE HAVING A PULL SUP-As fun as having codes can be, at's horrible to have

a cheat menu with codes that you can't activate. We understand and did our homework and found the remaining codes for the hidden chest menu of Rush 2049. In case included an All Tracks chear, which opens all normal tracks. all stunt tracks and the obstacle track. Highlight the cheat you want on the chest menu then quickly enter the code.

OR MAIN MENU HOLD CHEARLES CHEAT MENU Bif a Units A . P AND PRESS 7

CONC. TO MINES

ALL TRACKS

FRAME SCALING

TIRE SCALING

HOLO 7 . THEN BELEASE, HOLD DIVID THEM BELEASE HOLO B + A THEN RELEASE HOLD 7 . . THEN RELEASE

HOLO L + B THROUGHOUT, HOLD Z + A + P . THEN BELEASE HOLD 7 . T + 4. THEN RELEASE. HOLD 7 4 4 A THEN RELEASE, HOLD Z + T

+ . THEN RELEASE. PRESS 4 4 THEN HOLD L + R ..

HOLD ZA VA 4 A B AND DELEASE HOLD Z . P . O . L AND RELEASE THEN PRESS 7 7 7 because the cers in rush 2045



SCHNOBSTACLE



Less a lot of questions about how to get to the Orange unds in the Pokemon games, since they appear in th n curtoon series. The Code Cop is here to rel YOU GET STOD WASTING YOUR TIME. LOSS OF PARTICIPA

Red. Blue and Vellon ing the S.S. Anne or S.S. Agen to sail you way to Pokémo

bliss. The truth is the the Owner Island do not exist in may of ICON KEY: COUTTONS & W 80 00

Here are a few codes to help you get the drop on troublesome pests that appear in your Stone 44 of enemies from the same. If you want to try your half Level 4, enter Prog. Fly, Snake and Gazoo, Pinally, to sup-

PRINCER SMILE AT



STUMBLE TO THE RIGHT





DAFFY DORS IT Even though Daffy Duck: "Fowl Play" is a great present it contains a few tough spots With the right pin reserve. On the down side, you won't have any m

you begin, but with so many lives in

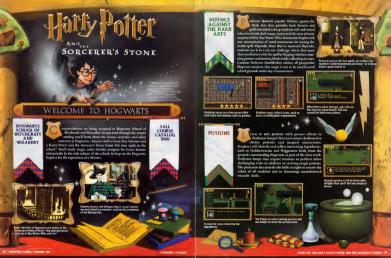
when you begin















OUNSELORS Your Questions—Our Experts

EASTLEVANIA: CIRCLE OF THE MOON HOW OO I BEAT DEATH (2)

Death sure in the mood for an introspec- use balls of electricity, which it hards, and sleeve of its cowl-lancelike weapons will

is in the mood to dispatch souls into the should be able to avoid the attacks, but be you defeat Death, it'll turn into a creepy,





HOW DO LOFFEAT CAMILLA

The last time you encountered Cartilla, she rides a flying shaft. She'll launch floating to reduce the damage you'll take. Try to stay appeared to be a beautiful, young woman. bubbles, fire laser beams from her mouth behand her and double-same to what her My, how she's changed! Camilla will resp- and awoop at you. If you've got them, in the back, Run under her or use the olarpeur as a hadeous wanged creature that enable your Jupiter and Thunderbird cards forms to stood her attacks.



room When she from her laser weapon, duck. The

ADVANCE WARS

HOW SHOULD I ARRANGE MY TROOPS

One of the most basic and effective. Place a Md. Tank at the front of the col- second tier. As the caboose of your comarrangements in the flying column, in urms and two or three indirect combat but train, use an APC, which can refuel







HOW DO I DEAL WITH THE FOG OF WAR

War is a tough and often confusing bus- obscures large sections of the combat your buggest asset in fogged combat. Use

affected by the Fox of War, which might seem weak and ineffective become to locate your enemits.



ness. Many bettles in Advance Wars see arena. Recontinues, which in other bactles the units' high Move and Vason minus

HOW OD I DEFEAT KANBEI IN MISSION ID



possed to rush across it and overwhelm your troops. Replace your tanks as they bridge using a similar strategy. When







THE LEGEND OF ZELDA: MA JORA'S MASK

HOW OO I REMOVE THE SUN BLOCK BEHIND THE MIRROR PILLAR &

After traversing the Gibdo-infested well, in complex ways, In one of the first diffi- at point "b" Charge up the marror for a

you'll get the Mirror Shield. The item cult passes in the Soore Tower Temple. few accords, stand or mornt "h" and will allow you to reflect light at and clim- you'll have to become the Goron and reflect light area nome "c". Her that more mete sun blocks, which will impede your punch the column shown below. Do so ree's light to melt the sun block in the path. Many of the puzzles in the Stone until all the sevenes are one and light morth of the room and malt the sevene





reflect light at point "h" with your Mirror Sheld



HOW OO I GET ROMANI'S MASK

To get Romani's Mask, you're going to sing ride on Cremis's milk cart and protect arrows. After you've earned Romani's have to fend off a naghterne raid by other. Romany Sanch's lasted possibles from Mask was will be able to don a and once real bowne bandsts, take an early morn- marcuding bandits. Bring plenty of East Clock Town's Milk Box



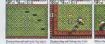


access to East Clock Town's Mik Bar at 1000 o m



THE LEGEND OF ZELDA: ORACLE OF AGES HOW OO I DEFEAT SHADOW HAG @

Shadow Hag is the highly clusive boss of shadow pieces to be exact. After it splits Destroy the mochs and attack Shadow the Moonlis Grotto who tends to go to up, the parts will fiv around the room. Has with Scent Seeds, which you must meses in the face of a direct assualt -- four reunite them size deadly moths at you, incocher off the wall in front of you ALL STREET, ST





HOW OO I GET THE BOMB FLOWER

You get the Bomb Flower by besting the respection at you, hard the large bambs you with the Bomb Flower Take the item Great Mobilis in a homb-throwing back at him when they begin to flash red to the past to free the Goron Elder, who'll remains set in his relate. As he therees. For heating him, the Gorons will reward, give you the key to the next discount



A Place your diseasors in areas with bobitate that





just have the info you need.





LucasArts and Factor 5 stay on target with a soaring action spectacular for the Nintendo GameCube, Star Wars Roque Squadron II: Roque Leader delivers cinematic thrills with Blaster Cannon power.



REBEL ROUSER

It is a period of civil war. The Rebel Albance is struggling to restore freedom to a galaxy that is helpless in the unp of the mushry Empire Robel recruits Luke Slowalker and Wedge Antilles of classic Star Wars Wines and Speeders in more than a dozen exciting battles. Star Way Rogue Struction III Rooms Leader is an artion-shooter that redefines the arrive with encucing came plan more dible cinematic recogneys and a powerful story that is firmly moted in the Stor Wars. universe. Lock 5-foils into ottack position, select your target and go to war



BATTLE BASICS

You are in charge of a Robel squadron. In addition to piloting your own craft, you will give orders to other fighters an an effort to fulfill the goals of the mission. In the Tetooine Training mussion and early battle missions, you can hone your fishtung skills for the many challenges ahead. Control Your Speed



Alm and Fire



there before sould in see your renapore. When your craft is attack ready, a

WAR REWARDS At the end of every mission, your performance is rated in els case-

cories. If you meet set cruzeta in each category, wou'll each a medal. and noints for your accomplishments. The Mission Complete you take on the mission. Medals contribute to your status as a Rogue Leader Points allow you to unlock bonus missions.



Silver Medal



Bronza Madal



The Targeting Computer allows

visibility is low and identify

Use the computer speringly to

A graphic in the lower-right corner of







DEATH STAR ATTACK The massive Imperial Death Star is closing in on Yann Base. In there

then fire Proton Torpedoes into an exhaust port, the Death Star's

Tie-Fighters Sun Turrets

Deflection Destruction

A Deflection Field quarts the most vulnerable section of the lowers. The wedge-shaped indicator on your radiar display. points to the closest tower When you have a clean shot,



Take on TIEs Exhaustive Attack



legant the Tillis on the edges of formetions first if you take out the middle Fighters, the formations will split up-

When you done man the salvaunt port.

SON CORRIDOR AMBUSH

Rebel convoys have fled Yavin and are headed for the Rebel Base on Hoth.
You must excert a convoy, led by the Ingate Redeepton, through a field of
debeis and several TIE Fighter attacks so the correspondence of the Control
and speed toward its destination.



(1) Imperial Forces Attack

As some as the convey appears in the area, TE Fighters will interrupt from several directions. Before you take on the TES, head deem to the first large churk of debra that you see and by the ought is hollow center to callect a Techt Ograde. When you energy, makingt your werpment on thack the TES, ectivate your mourters formador and sure features.



⚠ A Job for an A-Wing







og of War

as be Lemen the convey read to destination in thick gasses make wishfully law. When TEttack, the only way that you will be able to ent yourse your Tengeting Computer (bereiinfinite the X Button to enable the computer, craft that other will over-men and sendical-

BATTLE OF HOTH

Imperial forces are advancing on Hochb recret Rebel base. Members of the Rebel Alliance are evacuating, using an Ion Canney as cover. You must hold off the Imperial attack and defand the Ion Cantion, then thwart a bombing and on the Rebel ships that have not yet left the base.

AT-AT AT-ST Outpost Beta







Imperial AT-ATs and the smaller AT-STs are sheeping as the soc field showed the base. You find or other of sweeping as the soc field showed the base. You find or other of histories as to use your Speeder to sink-on the AT-STs given yellow on your Engs Ing. Computer's chapter of the Not-STs given yellow on your Engs Ing. Computer's chapter of the Not-STs given yellow on your Engs Ing.





3 Blast the Bombers



Till Bombers are descending on the convey ships that are ability the ground, from the descript them below they release their beaks Switch to an X-wang as soon as you or fair the area, their cessul your largeting Computer to sort the bombers from the Till Effortians and concentrate your fair or the Bombers.





FANS OF BEAT-EM-UPS CAN FINALLY GET THEIR KICKS WHEN THE FIRST TEKKEN GAME HITS NINTENDO.

HIT ME, BABY, ONE MORE TIME

A Takken game has never before graced a series took off in a big wax and the hirs large Nintendo system, but Namco's hidden coming, calminating with the franchisely dragen is finally regrice its head on Game most highly awarded installment on for

Boy Adrance this November. The popular Tekken 3. Tekken Advance is based on fighting sevies first knocked out areade fans Tekken 3, and Nameo has punched it up againing series were inconsect our means in section. In the retirement in special in the section of the section



PICKING A FIGHT

Telcken isn't about mindless button mushing, and mastering its bevy of tricky combos requires oleray of skill, in the areades, likken's fichting year tem revolved around a four-button setup, with two punch and two kick buttons. Nameo is finetuning the controls so the incredible moves feel familier to Tekken peos and pack the same punch





when pleased in the GBA's firstful of modes











In addition to the one-player modes detailed above, Tekken Advance Sexes its muscles with its two-player Game Link modes (both players must have a Tekken Advance Game Pak in their GBA to link up). While the oame's v-D rotating arenas add a new perspective to handheld fighting, the extra unpredictability of a second player makes the already heated and ricrous action.







CAME BOY AGNANCE | TEXXEN AGNANCE | 35

LING XIAOYU









rest extered the King of Iron at Tearnament 3 theres to















GUNJACK Ther agent, when you're or of the reest powerful obs-ectors in the gome, few for will have the pute to ques-tion your lock of graces.







NINA WILLIAMS











HWOARANG



57 at 10 00



TIME KEEPS ON TEKKEN Seven years after the original Tekken fight-Text has such the 2-O pulyg-and lighting introduced by Vistue Righter at most, refined bushes with its excellent lighting system.

ing game debuted in arcades, Namso's revered series of beat-'em-ups is still point strong. With every sequel, top-notch Tekken has grown into a mightier came. and Tekken Advance benefits from the games' long history in the areades.

Tebben 2 bulled its way

ing game rounded up oil of the tors from the series. The charecters become so popular that many of

Tekine Advence is the GSA version of Tekino 3. Non-observations face the occuring see fallow with some surplices) three dozen in the perivalle parameter with the cambo shaned parame give and three frimentional interaction that made the series a fan favority. 1999 2000







KING







JINKAZAMA









HERE COMES THE PAIN

and Nameo is going to great lengths to make arcade version of Tekken 3 as possible. From its 3-D-style, hyperkinetic combat to the familiar button combos to the game's staggering number of stracks, Tekken Advance down, drag-our action they're looking for.

ses to assault earners with the knock-





Frogger's back!*



























Funky Monkey

Super Monkey Ball is a barrelful of silly, challenging monkey-filled sames for one to four players. The Main Game and Party Games are open from the first moment you play Super Monkey Ball, but wee'll

have to open the three Ministrates by earning points in the one-player Main Game. The colorful, goofy look of the game puts a friendly face on a very challenging, nerve-rocking come. As you advance through the levels, you'll find some incredibly



Main Game

neugh tests of monkey skill. The Main Game is the heart of Super Monkey Ball. It's a tough Main Game to earn Play Points, which open up the Minicames

balancing act through several "floors" of monkey mainess at and extra communes. You can play the Main Game with up to four three different levels of difficulty. You must play the one-player people, either taking turns or using split acreen simultaneously.



Advanced

Expert

There are 50 floors

might just go

Bealnner

Use your time in the Beginner floors to perfect your control over the monitors. Every floor you open in one player mode will the Monkey Balls, and so learn the specifies of handline each of remain open for multiplizer and practice modes.







Shartcut A

Floor @



Three for Three Romp It Up



Floor





Bananarama



Ball slong the rows of



Back Again







NINTENDO GAMECUES | SUPER MONKEY BALL | 81

88 | NINTENDO POWER | VOLUME 150

nintendanowecom

Floor 6











Up. Up and Away?



Wat for the stage to

Rall an Dawn



If you stay or low

Hit the Ramp Head-On



Nervous?





Banne Lavalel If you can complete all to Beginner levels without falling off cut on Floor 2 to skip a couple of areas With practice, you can any of them, you will open up the Bonus levels. Use the short-make it through the levels without falling off of any of them.

Level 12

Level 13

Party Cames

You and three of your hest sums describ formed can also sounce: already different takes on multiplicate remounter—none treemeach other in the playful Party Games. The games are three com- bles the Main Game very much.

Monkey Race

The action in Monkey Race has a Mario Kart flavor to it, with loss danger—you can roll right off the courses if you're not careful, of items for you to pick up. It also has a touch of Monkey Ball uses as you can fly off floors in the Main Game's stages.

Race Your Pals

Level 11

Use Items

Speed Baast

Monkey Fight

The monkeys are brassling an Monkey Fight, where it's every mon-the other monkeys off the platform, while trying to stay on the key for himself. Each monkey uses its boxing glove to try to knock platform itself.

Jab Yaur Friends

Nob on Item

Grab the Paints

Monkey Target

The addest of the Party Games, Mankey Tarort, lets the monkeys uping their halved halls as wines. You'll need loss of peaction to but come out of their halls, or least for a little while, while they're the surveys consistently

Spin the Wheel Onen the Ball to Glide **Drap for Points**

NINTENDO GAMECEISE | SUPER HOMKEY BALL | 83

Minigames

Main Game, you'll open a Minigame of your choice. The of some classic leloure-time activities

For every 2,500 Play Points you earn playing the one-player Minagenes are highly deathed and realistic Monkey Ball versions

Packet a Win

Monkey Billiarda

Monkey Billiards is a two-player game of o-Ball. If you're unfa- pause menu, as you can in every seen of Super Monkey Ball to













Monkey Bowling

There's fun to spare in the Super Monkey Ball version of bowling. Bowling, from your sense of timing to your shifty to judge the Many of your Ministerne skells will get a workout in Monkey amount of spin to put on the ball. Practice this one!









Monkey Golf

The monkeys hat the green (and pink and orange) in Monkey time settingers to land in the cup. After that, your monkey will give Golf, a managolf-style game with some pretty tricky shots. You get up and look at you in disappointment. Choose Direction











nintendopower.com

More Monkey Fund

There are many more levels to make in the one-player Main Game, and they just keep getting harder to you make your way through them. As with the Beginner levels, you can open up Borrus levels if you can make it through all of the states in the Advanced and Expert Modes. Players must have strong nerves. steady hands and, maybe, a bit of back to get through the later modes without falling once. As you earn points in the oneplayer Main Game, you will begin to earn continues, which will help you get through the tougher areas of the earne. Until your monkey skills are sharpened, you'll need them! ?







Lady Sia morphs into a glast Sasquatch to battle ecomous beat series

SHE WINDOWS

Lady Sia, hold defender of a world overrun by a hideous rece of beatzmen, stands slope against the raphless T'soas. Righting her way across land, sea and the most harvest the elemental rangic of flood, frestorm and lightning for a final showdown against

X 36 masked mass acress 4 unless worlds

Multiple in-game puzzles and secret levels waiting to be discovered.

IN STORES NOW



Mewtwo Strikes Back

Love it or hate it, there's no denying Mewtwo's looks. The senetic Pokemon has made an impact power as a fighter, an opponent and a media icon. on TV, at the movies and in comics, and Fokéfans

The 150th Pokémon is revered for its impressive the world over clamor for T-shirts, caps and other state, its Intense power and its imposing good products featuring the Psychic-type terror.

In celebration of Mewtwe's starring role in the direct-to-video movie Meutwe's Return, we're taking a fond look back at some of Mewewoi grantest hits. Mewewo has made quite an impression on Policimon Trainers in its appearances in Policimon Red. Blue and Yellow and Policimon Studium, and











Swaws Assurance files as the edout Mewtwa and his incisual band of closed Povenes, shook cct on December 5th







Colosseum

The Colosseum is the place where Pokémon Trainers gather to show off their Pokémon teams. It's also a place to learn more about training and battling Pokémon teams.

Jo Higg of Cleveland Heghts, Ohts, shanks we've been unfair to Mesevoo, and she sent to a team of six to prove how powerful Mesevoo can be. While we servit argain; against Mensevool power—www. six feet all created to be the most powerful Pedarons on them—we do think that many teams that feature the powerfuous Pekermon doo't really show much in the wood is traing; They ray hor power, which in fine, but the shouldiff be all hast believen built













We make the National West of the state with the same result for the same and with a surface with the same result of the same r





the has obviously nephysical children facts as appearing well in the price and the major fact to pick up of magnitudes flexible and the price and the price and the major flexible and the problemos Stadium 2 that it is ellowed to entire yet lacky to have found a found and the problemos Stadium 2 that it is ellowed to entire yet lacky to have found a found a











Butt Kickings

ORDER HERE

Thresh gone in fighting is the streetal. The all-time officers fighting game, Tokkon, is now confishly for the Game Bay's demonting yes one nerve up all the possibility confine, incredible threate and high intensity confine, over one worth With Or fishers.

to choose from and are mades of play, including two-player Varues mede eating the GTA Gene Link* cable, no other gene's genes esticky

THANK YOU







EA Sports sprints out of the gate with one of the best football simulations of all time, Madden NFL 2002, for the Nintendo GameCube. Grab your helmet and prepare for a gridiron game so real,

you can practically feel each hit. FOOTBALL FINERY

around, beloing to crease the complete football experience.

Players familiar with previous Madden faceball comes will be treated to the same courto-grasp play control and game setup that's become a hallmark of the sense. While Madden NFL 2002 appears on other video gaming platforms, the Nintendo GameCube version features several unique features that are worth noting. The same showness the system's criotal-clear graphics and speedy, lifelike frame rate with intricate details, such as belines scratches and arises that pera stuck in players' face marks. This version also features the most up-to-date NFL restry of any pame





MODES OF MADDEN-ESS

downs, take on your friends in a multiplayer tournament or coach your favorite NFL team through an entire methical season. EA has got you cowered





PLAY NOW

Chocoing the Play Now cotion will allow you to start up a game quickly without having to navigate its menus and competitions for up to four players





EXHIBITION Exhibetion Mode allows you to play a same under real NFL

conditions, without having to worry about the state that Franchise and Spage Modes record. Use the mode to scout out your next Season opponents to you can see first-hand the





FRANCHISE

Franchise Mode will be familiar to fans of earlier games in the Modden series and remains relatively unchanged in the latest version. One new feature is that the expunsion Houston lescons, who will soon the NEL ofter you also the first fears have





TOURNAMENT fournment Mode allows you to play with four cities or

streen teams in direct head-to-head competition. When you select the mode, you can choose to play in either a single- or ouble-elimination, bracketed tournament for oursival



CUSTOM LEAGUE

If you like the idea of Tournament Mode but don't like its bracket-style scheduling formula, you can play Custom League. In the mode, you play a tournament compension, with up to 16 teams, in a Round Robin or Double Round Roben fornat, which includes a play-off.





PRACTICE

When you play in Practice Mode, you will be able to run through any play from any playbook in the game. Practicing a play is useful to see how it is supposed to work and to see how a defense will reser to it. Running place in Prortice Mode is

YOU MAKE THE CALL

Having Peyton Mennine and Marshall Fault on offense and Irvon Kearse and Warren playbook. Knowing which plays to run can be just as important as having quality players.

OFFENSE

Whether you choose to adopt Mike Helmpen's West Court. Some coaches say the best offense is a good defense Knowing. Offense or Mike Marte's Arr Corvell Offense, you'll have to know which defensive play will be most effective in each different which place work best with which players and when to use them. Below are a few examples of plays you can use to explor your

HR Off Tackle Friedrich James centrally burt a

If you have a receiver where we cross

at at postave variane with Dirtie At

Deep Corner When you need to go for a biogent, a a hurry Having a speedy and sure-



much needed yardege and weer down a



How do you get the most out of a with the HB loss The HB Tass courts

DEFENSE

situation is a base part of stopping the opposition. Below are a few defensive schemes that you can use to counter the previously

Crack Blitz

With a supreme possinusher like Chad the Crash Bitz on first down can be a creat way to suck the Differ ston an an to

Safety Blitz









To take come the backley you'll need say

OFFENSE



Play Action One of the pidest stratumus in



FR Dive If you're from third and riches or first and goal from the one, you mone want fullback is almost always the

Max Prot. Punt

MADDEN MONEY PLAYS

If you're a fan of plays designed for specific players, then the Go-To Plays in Madden NFL 2002 are what you're looking for. By selecting 'X' on the play-calling acreen, you will be able to nick any of your offensive stars and select plans that movimine

TWO-MINUTE DRILL

If you're a fan of the last two pressure-filled minutes in exciting, close extres, you'll love Two-Minute Drill Mode, The mode will seet your skill at taking the ball down the field in as little time as possible. Even if you score, you get to keep playing until

DEFENSE



Whipman

Storm Blitz

second and long, or on any there-

ILB Blitz

defense. The scheme relies on a speed

DD Safe Zone

If you're warried about the opposition

As the same seggests, the ILB Birts

Stors of the Team

Rack Up the Points





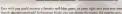
you complete, for each time you give verdage, and, of course, for every friends to see who can score the most points

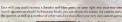
MADDEN CARDS

Changing Conditions

A Madden football same rust wouldn't be complete without collectible Madden Cards, By meeting Madden Challenger, you earn points that you can use to buy cards to fill your card book.

SITUATION





Beat the Odds





One of the best new supects of the latest version of the Madden franchise as that it gives you the ability to create your own custom team. You can being your team into existence, give it a name and city to play in, and add a multitude of other details to make it your own.



As in the NFL all new teams will of enduriform, you will be able to select a

MULTIPLAYER You can't have a Markelon come and not share the experience with

fellow football fanatics. Up to four players can take part in pure NFL goodness in any of the same modes. Try placing all four human players on the same team to have a little cooperative fun





FINAL WHISTLE

Madden NFL 2002 demonstrates the advanced graphics capabilities of the Nintendo GameCabe and demonstrates the system's ability to corners cases games with a hyperrealistic look. The game is more than just pretty-it goes the extra yard to provide an unprecedented level of realism that out-legs the competition and sets the bar high for future football simula-















10 HOSED CHAMBIONSHIPS Throame medals. ONLY ONE GAME BOASES THAT KIND OF HARDWARE

















MOVE OVER TONY HAWK, 'CUZ THESE KIDS HAVE MADE RADICAL SCOOTING THE NEWEST EXTREME SPORT IN RAZOR FREESTYLE SCOOTER FROM CRAVE ENTERTAINMENT!





रेक्टलस'ट सक्दर

At the beginning of the game, you can play only as Chad or Ami.

DAX-PLAYER PRACTICE



DAX-PLAYER CIRCUIT



THIR-BLOVED VEGILIT



(音) マスマーアルス まきえいスプ

Most of the moves are the same for all characters—prose the game successive time you complete it—so mix it up! Link combon with

HOLD		EPEN		GROUND	
ROCKET	+0	NO FOOTER	+0	NOSE MANUAL	++0
ROCKET X-UP	+0	BODY VARIAL	× 0	MANUAL	++0
ONE HANDER	× 0	F/S TAILWHIP	+0	_	
SUPERMAN	× 0	ONE HAND TAIL WHIP	¥ 0	GRIND	_
TURNOOWN	+0	HAND CLAP	+0	FEEBLE GRIND	0
C-UP	+0	BARSPIN	+0	CROOKEO GRINO	+0
IAC-NAC	+0	LEGSWEEP	× 0	5-0 GRINO	+0
NDIAN AIR	* 0	TAILWHIP	+0	SMITH GRIND	+0
TABLE TOP	+0	DECAGE AIR	* O	ROCKET GRIND	+0
AN-CAN	K 0	FRONT FLIP	++0	LIP STRIM	_
ONE HANGED CAN-CAN	1 × O	AROUND THE WORLD	++0		0
NO FOOT CAN-CAN	* O	BACK FLIP	++0	HAND PLANT	+0
ANDY BAR	* 0	BACK FLIP NO FOOTER	++0	ROCK AND ROLL	+0
HE BLUENOSE	++0	B/F ONE HAND NO FEE	1++0	BACKSIDE BONELESS	
ONE HAND NO FOOTER	++0	AROUND THE WORLD	++0	TAP BARSPIN	+0
SARHOP	* 0	DOUBLE TAILWHIP	++0	RRELEGION	
ONE HAND SUPERMAN	++0			DAMELION	0

विद्यानगढर प्रभाव

out you started. Complete the first obsective (worth 10,000 points) to

HALEPIPE HAVOC



HIGH-HIRE OCT

BURCHIVES A A GOO-POINT COMBO . 600-FOOT GRIND . 100 BONUS SECONDS

















Cangaly gur

ore reachers, no more books! School's our for commer anyon can

+ 15,000 POINTS

DRIECTIVES + 7 COO-POINT COMBO • 700-FOOT GRIND • 100 BONUS SECONDS + 45,000 POINTS + 30 WHEELS

HIGHER EDUCATION

SWIM TERM

THE SHY'S THE LIMIT

CHALLENGE LEVEL 1 INJECTIVES



You'll have to collect all 30 Wheels to free your buddy, Daryl, Build up

CHALLENGE LEVEL 2

CHALLENGE LEVEL 3



SPIDO IT DUT





CLUCK TOMES

DRIECTIVES 20,000 POINTS

. S.000-POINT COMEC . 800-FOOT GRIND ... 100 BONIES SECONDS + 60,000 POINTS

- 40 WHEELS



DESCRIPES

FREE HECTOR





BRIDGE THE CAPS

COUNTING CROWS

IBADS OF TIME

POOL PART

















FINAL SECRET?

Catreme fun

tives and bonus stages are quite challenging, and the play control is

tight and responsive. Who knew scenters could be thus much fund \$



GAME BOY ADVANCE COUPON EXPIRES DECEMBER 31, 2001

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information shock out BeatParages 2001 for bay cut t-00-217-1773 in No. 100-2 2 20-2-1

102 I NINTENDO POWER | VOLUME 150





They come in all shapes and sizes and half from all over the world. The riders of Wave Race: Disc Storm not only look different on the surface, they feel different on the water. Try them all to see which one well take you to the Expert Championship or choose a tough rider for an extra challenge

















HAYWOOD

Another by man on the circuit, it has succeived strongth and toy append ratings. He retings in other categories are below asserage. yund is the most balanced of all he riders in the game. She has no reakseems, het she dooks't have ny notable strong his, vider.



THE RIDER STU ACCULED AT ION

A high societeration score translates into quack starts off the line and gets you hash in the race quachly when you hit as object. Basesvering mossares how quickly a rider responds to the Describer. A higher score moves the rider will own feeter. are are a lot of shittacks in the weter. If you let one, you'd slow we according to your stringth. More strength allows you to slow will less when you let a lleading object or wall. The tap speed attribute measures how fact a rider travels when the that tile is fully open. You can exceed top speed with turbe house's.

Higher stant shift scores recentile rider needs is so time in the air to perform a stant. More stants recented to be to. CUSTON IZATION

Re on carbonia ratus, ter, this to Carbonian mens, yee on spent the balance between schembles and too speed the sign and the balance between schembles and too speed the sign leaves no righten memoraring control to well. To too things off, you can ever choose it ever color scheme for your To be things off, you can ever choose it ever color scheme for your color.



PUTOR IAL

Detailed assisses show you how to perform all the moves you your watercraft. Learn and practice world-class start while

So where you want to go, search for abordeds, play with delphine do whetever you like There's as good except to have fur.



Wave Race Blue Storm gives ridges picate of options for learning the ropes. The four options listed below will help you learn the courses, the moves and the shortcess, which help loo seconds off your time.



TUTORIAL MODE You'll is not overything there is to know about having, dwing, benking

ROAMING FREE



PEREGT STOR

Each circuit begins with a weather forecast and the opportunity for you to choose which course to race on which day. By racing the toughest courses on the sunny days, you may give yourself an edge.

eliange from was circuit to the no STUNT MODE





Every course is different, but NP has compiled some top tips for Wave Race riders. If you keep the structure in mind during meas and practice man, you'll find more of the secrets or each course quickly



acceptive image to reduce the areaset of tarning yes have to do, which will help heap yes racing a tere, a gentle curve feates lets. speed these sitting time.



CORNER CUTS pulling back and in the direction of the turn on the District Sriek, A ga-secularistics racing will bely your



minuting up to time house, Leek for single keeps that, if stopped, will sharten por family along the course, Year, was to keep the course, Year, was to keep the topy taken for the out of a rose on yer on speece the family house and y erought for the family.



TURBO TIPS may men catch extra speed by a ing through as invisible finition facts Ning. They is assetly found of the bartes line and



GET THE JUMP



STUNTS SCORE



106 I NINTENDO POWER I VOLUME 150

several over through ments the several over the tender, and you may have no being a series of zone togeton. The several pump legisles over the grown the several pump legisles over the se



1'28'020 End waster may reduce viability











OPEN DODES



Multiplayer racing means endless, unpredictable fun and challenge. Party riders can hit the waves for racing theills or stunt-meing spills. All you need see some extra Controllers and waterproof friends.





With five, the and seven sky circults on right gratting, ever-changing convex. We have the Steen has more writery that you can shake a like at. Not can speak hower bettering your best times and sky perfecting your enum shalls, they eithing in fee certain—you'll want to have a GCN Memory Carl to axes your second plantaness on the high tens. It is neight at he best, and it is only no GCN. Y





DARK ARENA

GAME BOY ADVANCE







168 | MINTENDO POWER | VOLUME 159



LOOKING FOR TROUBLE

Doom takes place in a military installation on the Martin moon.

the base and have taken it over. By uncovering hidden passages and rooms, you'll be able to secure every last corner of the space station. Switches and Elevators

Keys and Timed Doors

Doors is specked with hidden hollways. Sicers and rooms Upwelly, the key is sufficient a sorrel area is to the a switch or the sea levelor. A covistic compose a secret door, extend a single or roles as a standard. An elevator can give you a lift to a therefore amoved hid hunghts.

Phobos. Evil forces have seeped through a supernatural gatessay in

ARMED AND DANGEROUS You can fishe with your flers, but a locarble sandwich just the best or wisest offense you can serve up. Be on the lookout for the game's seven weapons—they'll help you introduce your

Rocket Leuncher

If you're love on econe saw, chop-chap The weapon works only at

Rocks to see powerful.

KNOW YOUR ENEMY Lurking around almost every corner is an energy. The different

types unleash unique attacks, so familiarite yourself with your

concerns and the wrapons that work best against them

If you come across a door with a celler-poded frame, you must led a key of the name code to unlock it. Some doors are sever locked, while others hardly reason poer list you do excenting, such as figs a rewistor or wolk secret an invariable boundary. Listing considily as you play the game or you don't naise the count of a several door reaching open.





The came isn't called Doom because everything is fine and dands; Survival won't come easy but at least you'll have some nouve-ups to make your mission more managrable. Health Potion Soul Sphere

Security Armer in the book years for Armer

Level ration a 100

up, poice up with a

portion of your wealty Security Armor Combat Armor Spiritual Armor

Grah a Health Pories when your health is at

Speritual Annes well

For a 100 moint boost of books, ones the Soul Spiere Year

All of the areas to the comek first episods

are mapped out on the following pages Keep an eye out for the symbols below since they represent important points of inserest on the maps. Recibors indicate within doors which



Blue diamonds mark weapon

Armor well help you Combat Anner of more. The engage againsteat. The temporary effects imprevious thro Security American and it amounts perfect and of the Health Potice. echica equipal essent

Artifect will roades

extend your profection you savetoffle as long noting beyond the eer as the screen in blue



HANGER

Doors formers three separate adventures, or "episodes." The game's the Dead contains seven buildings and one secret facility. Your first episode morbidly and appropriately named Knoe-Deep in goal is to find the cuit (or secret earl) to reach the pest area.

The Imp's Hideaway



The rigaregues path over the green toxic peel peases by a ladge peer by a finehell-problem may After Mesting the imp, cross the bridge see open the deer leading to the finel room. For expense the room, you'll oper the other bearing to the main room by embring the boar, you it lewer the ledge where the roy was, receiving a secure before, Backtrinck and to the beginning of the right-going path. The raccord you contain to the shadowy some at the lead of the page going was will opinion the officery. Quacity sleek through the pool to get a left.



Collecting Keys

everythme in the Mikitor elect every seer you open, twist you try seel term you pick up will summen a slow of energies Always have a weapon rendy expecially the rocket insector if you're not us close quarters.

Watch Your Back



ds thereconcepts a hidden











Into the Out Door







into the Sime



Getting a Lift MR











GAME BOY ADVANCE

How do you describe an RPG with a gripping story line, memorable characters and the most elegant combat system in recent memory? In a word—Golden.



THE GOLD STANDARD

The NP prox have been playing Golden Sun nonscop rance a service on our decks last mouth, and we still carl put it down, the pulls off the impossible—accombance the best superat of classic RPGs such as Cheeno Trigger and Dragon Warrior, but with enough congunity to soldpe its precusors in measy respects. Bend on for battle strategy and a wall-othough of the heartmann service.





€ OPTIONS ...

The main acreen lets you jump into Story Mode, edit files and a pair of Game Boy Advances and a single Game Link Cable. buttle in the Arena. The Arena allows you to fight monstern. If you fight solo, you'll bread only with monstern you've role or battle is friend to zero of advancuers—but you'll need.



The Assense shown to the right. You wan't gen experience to a foosy you'd arene bettles, but they're a good way to gen; but sometimes of the strength of your party it legicle morthware will track but the number of bettles good waren as the most left in the purchase of the time you'd were not seen that the post we won as seed it will be the sould be the specific of the time you we won considerably.



Vs/Single Battles
 Battle Cantinue
 Healer
 Linked Score(s)

Solo Score(s)
Entronce/Exit

CHARACTERS









Macor Dilin speculice in healing others and lowering as enemy's Attack and Defense natings.

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DIINN

Dinn (Dinn to plural, Dinns to singular) are scattered areas—and you'll find still more sensity by being in the right throughout the game. While many Djittou are in plain tight, place at the right time. There are a total of a8 Djitto in the

Win the Dilan

you must collect others by solving puzzles or locating hidden game, neven of each elemental type.





Dans over their users new Powerpy and also madely attributes such as







Lobard Dom how two settings Set and Standay Each Domy has a special

Diinn Chart

	Isaac	Garet	Ivan	Mia	
	8 Cure/Oceke/Earthquides/Spire	S Flare/Flare Well Tre/Address	\$ Fes/Michard Finema Impact	# Ply/Cure Places/Frost/Tundra/Ice	
	2 Crow/West	8 Gravitat	8 Bals Whet Bots Years Core	8 Freth/Brow/Cure/Curo Well-Cure P	a
	\$ Desilbelate	2 Wester West Tallude	Sinh	\$ Doven/Prom/Dure Poten	æ
	Thom/Try/Care Passon/Award	Street/Fig/Core Pason/Sweet/Ared	2 Pron/Plusmirrpect	\$ Prisin/Plasmi/Impact	
10	Chrow/West	₽ Dryw West	Strain	* Froth/Enow/Cure/Core Web/Core P	
	2 Gas/Delade	Written White Delute White Selecte White Selecte	But Lifted Bot Craw Care	Fresh Brow/Dura/Dura WAN/Cura P	
n	2 Thorn'Care Posson	Stren York Forson Yound	Rest (Final Bolt Grave) Care	Produ'teowities Gies Well/Care P	
10	S Gae/Delude	3 Voters/Wes/Nose	Shesh	\$ Douse/Prisin/Cure Poison	
Į.	Thorn York Passon	2 Bast/Care Preson/Buend	2 Sun	Couse/Fram/Curé Pason	
100	Trons/Cure Passon	2 Yoloms/Wed Delute	Pron/Hasto/Inpect	2 Prest/Plessee/Impact	ä

Manno and matching Dann well produce a wide carge of Provincy. The greats upon the first two Dima of each elemental type. Willow's Menus

BATTLES

combut system. Note that you can place Djinn in either Set or Djinns, it must regain energy before you can use it again









M SUMMON

(3) ITEM

O DEFEND



Use a paget, made or other weapen to board an enemy Many

UALE-

The epec saga of Golden Sun begins with a bang in the town. high on Mount Aleph. Their ham-handed maneuverings have attempted to open the sacred Sol Sanctum temple, located dees crashing straight for the center of Vale.



After the southers path is



town place in hopes of holding









Too Latel

Meet Garet

Full Awakens

TO HOSTH YALS

A Friend in Need



Continue turning west until you



TO SOUTH VILE

WOULD HAP

Three Years Later

which a examinal for the land our

Kraden's Request

Head for the house of a scholar you'll occounter the two buddless



GEAR UP WITH OUR GRAB BAG OF GROOVS GAME BOY GAMES!

. Scooby-Bon and the Cyber Chase · Snorts Illustrated for Kids Baseball a Searts Illustrated for Kids Football . Froeger's Adventeres: Temple of the Free







SIBLING RIVALRY

grew up with a hyperactive sibling can













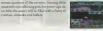














RAPID-FIRE RUCKUS

One of Konama's greatest strengths has trioper fineer. The latest GBA rendstion.

Dee Dee Roandag













Breat Balls of Fire

JINRIES, SCOORY'S BACK!

on hand. Who unleashed the gol virus into cyberenace? Part RPG, part side-scroller. control all five characters while venturing into





CD Collection Platform Areas



out opponents.

Lending a Hand

fou can hard special playes to smarck enemies from a

Ready, Set, Gol 0035 19 054220





packing a powerful punch

KAO the Kangaroo plays a lot like Titus's scenery and a variety of smooth character animations, making them the best-looking games in this month's bunch. They also share addictive same play and unique



















runtendoxewer.com









Your Very Own Club Hyman vs. Hyman

Juke and Jive









BATTLING THE BIG BOYS

Work NEL Blitz and Madden about to premiere on GBA, SI for Kids Football will be lining up against some heavy-hitting competition. But the scrappy underdog should be up for the fight. The game play and features include everything you'd expect from a non-needs endiron same including All in all, SI's pigakin title is significantly more polished than its baseball counterpart and will







GIANT LEAP FOR FROGRIND

there's only one reptile for the sole Indiana Frogger. In an attempt to restore his raided swampland. Propper will hop across bucy down fast-moving rivers. Of course, none of that is new for the world-famous free, who has been engaging in such adventures since 1981. The latest quest, Temple of the Fron, in

























BOND, JAMES BOND

Electronic Arts hasn't forgotten about gamers who own older poetable systems. EA has designed the latest lames Bond adventure to be comparible with Game Boy and Game Boy Colos. The World Is Not Enough gives you control of one as he gens from last year's blockbuster movie. As Bond attempts to complete assignments, he will wander from room to

















ENTER TO WIN!

YOUR VOT



SECOND PRIZE WINNERS

CAN CAPTURE EITHER SCARY GHOSTS OR WICKED WAVES WHEN THEY CLAIM A LUIGI'S MANSION OR WAVE RACE: BLUE STORM GAME DISC OF THEIR VERY OWN.



ARE DESTINED TO

BE THE SURPRISE HIT AT WINTER FASH-ION SHOWS EVERY-

> WHERE WHEN THEY TAKE HOME A NINTENDO POWER 150th-ISSUE ANNIVER-











The Club For Everybody Huh? What kind of club in opened to everybody Teath, that's right, girlt 203 is all about PREE stuff 203 is all about paracing its receipt of the composition o

That's graft No. will receive free soft when you by 2 games tagged with the 233 logo. All you need to do it curved? JUPC code, send them to the address below with a check for \$5...... Select any free article from the free 232 Article Section found on those posters, print add or 2253 weeklise. Gifts Include free games, equipment, etrebers, fingerboards and much more from YOUR FAVORTE BRANDSI Set begin you free access to Calle 235 month.

Duh, a cool club idiot! Get real, Be XS-ive!





POWER GUIDE TO THE LATEST RELEASES

The Force is strong in this one No marter how bug of a Star Ware fain you are, you've original Rogar Squadron will love to got to admit that the land- and sea-based battles in referriless berman of screen (such as doefichers with but work Star Ware Episode 1 Bartle for Naboo on

NG4 were like Bentha poodoo compared to the corne's cries, photo-realistic anothics and move days. The thrill-s-current serial combat persons, in Nabock predecessor, Star Work Roose Squadron for NSA. effects out sour in the series, while the AT-AT load of none of the whides were arounded, so the shoresiennew features includes DVD-style behind-the-scenes extrus, the ability to change shaps mad-masson, wingmen you can command and a heads-up display that LucasArus strikes back with Ster Wirs Roque highlights energies in cocket view. Tight controls Squadron II: Rogue Leader, a 16-world same that warm-speed action, with enemies and some of the best

spans Episodes IV, V and VI and frances emprey-

internety acrial-based missions only.

pyrotechnics in gaming make Rogue Leader the meaner, sleeker and better-looking cousts to Rogue You'll still engage with enemies on the ground. Squadren. And if the new missions and shipsincluding AT-STs and scarretroopers, and faza of the including the supercool B-wing aren't enough so converge Star Wire fans, then maybe these four words will no lar lar fimics.

COMMENTS: Scott The visuals are autremeling the challenge is incredible and the action is nonstop. Chris-It's true to the Stor Wire we know and love, It's a



100 食食食食者

mer abrahaban

m AAAA



Whether you like the cure oranhars or not. Seea's misnone of them alone like a halfbeamed aftershought out of any pro, and it's a hard game to master and an Sega went bananas fleshing out the minigames so even harder game to put down. Sert of like Kuby's Tilt that each one is a fully realized activity that you could in Tumble with a monlay-filled ball as your character play for hours, Monkey Billsards as a full-blown pool. instead of a penk owarn puff, SMB requires you so roll Monkey Bace is a flur-mark komende competition one rames. Souting platforms and rotating bridges complete with power-ups and turbos. For alterrespicty The right commols and physics are excellent, but that

doesn't make finding the secret shortcuts or beating





alone, SMB has secured its place as one of the ultimate party games. At the same time, SMB's finely crafted, tricky design makes it the best in serious gaming, too. COMMENTS: Jenny-Don't let vous findish "much hard-over comer" reide aton you from twing SMR because it come back for more. Scott-Super



m www.

am dadad



Is it real or is it Madden? It's sim football at its finest unulation play instead of secule action will love Midden NFL 2002, Fins of the series dig the sim powerhouses' attention to detail and the 2002 emphical wonder sports so much of it, that would swear you turn watching a trivised some. The san

sentethes and blades of grass show up on players' helmets, no two players look able and there's nothing robotic or swlowed about any of their countless motion-captured managems, Juliane, blodding and every macroable move have been defrly mandaged to the GCN Controller, so you can rio and swen using

agement that sim fans want, and the commentary is spot-on. For wannabe sports analysts, you can scan and round the same's replay frame by frame and control the comers to swoon in on the action and cirde around the slow-mo scene for a Matrix-style effect. Madelen NEL 2003 over you control of every painstakingly detailed. To a sun fan, it's the little thenes that count, and Madden NFL 2002 is but on

The same piny offers the man

making those tirry has worthwhile. COMMENTS: Scott-The tried-and-true same

corriers are what would expect. The Go To button is action with the well-organized button configuration a brilliant come touch. Chris.—The Al is so good as any game I've ever played (in any genre) Alan - What sets this apart from previour Mudden Nineendo esmes (and, in fact, the exact same same on other ave-













breather Judge in the shadows. But maybe Lucy likes g. lighting make the house's shadows and spirits come there, because in his first starring role in a Nimendo adventure, the green-clad plantber as still larking in the dark-only this time, it's within the orrenous because it boasts everything that makes a video game awar inwestible game play, too-notch presentation and first-rate production. As Luici, you mount a reinged eboot hunt through a manor that possesses drop-dead gorgeous graphics. All of the visuals work while some gumen may find the adventure to be a tad

alive. You get the sense that washe inhabition a n-D cartoon, but what really makes the obout-evaluation of

confines of a house haunted by more ghosts than any scheme. You can interact with everything around you, so you must search every closer, drawer, nook Lugis Manson is destined to become a classic and country to score up about from their hiding spots When one maximilities, you use the Control Stock in consumption with the C Stick to seel in your catch blar a fish on a book. The setup makes fishing for abosts and sading up items endlessly fun, so



so well that it's cene ... Luigh bilanous rubber-faced ... abort, they I also find it to be an original and theilling





om dedeber m dededed





VAVE BACE: BLUE STORM A perfect storm hits Nintendo GameCube

One of the main masons the NGs weeken of Wise. "current lens" that follows the Race made such a his soluth with recove fero was while light and reflections shipmer of lap-by-lap basis. In essence, your ride was different and eight unique courses. More wanterways every time. In Nantendo's GCN sequel, the waves are would've been welcome, but the various worker busier and your ride is definitely a lot wilder. No dea at the beach, Blue Soom when up monster walls of water that II toos your ties east like a toy been. The them, the more you'll lean too a turn. As earbulent as the transmic seafaring is, though, the bur star of

undulating seas with jaw-dropoung realism. Disappointmaly, Blue Storm festures only puly conditions can chance each course considerable

expect in the GCN version—only everything will look and sound estounding. And if you like mone earnes at all, you won't want to wast this storm our the show is the same's autounding water effects. COMMENTS: Jenné-If you loved the Niss one.

waves solash water droplets onto the you'll love this one. Also lit's a wasted opporturracks Geogra. The motor effects are not only stunning to watch, their effect on the same play is also really incredible. The changing waterline olyes each race a



ma grafen





SEARCH! CREATE! DESTROY!



Now, the year's biggest movie comes to the year's smallest console. Introducing THREE exciting new Jurassic Park III games for the Game Boy Advance.









GOLDEN SUN

the action quoteent and add unespected and immer-your purply psychic and telescope abilities. sive depth to the sports sense with its GRC versions of or Princety, a8 magical creatures known as Denn the RPG-timeed Mano Golf and Mano Tennis, so con- can beliar your apecultual powers, resulting as sider how involving and intense a full-fledged RPG Golden Sun, harkens buck to classic RPCis blu Chrono. Trigger, and the beautiful quest is probably the richest. watch, and you can even link up and challenge a secmost appring RPG over to have been basedheld The stellar adventure boosts everything under the sun-elegant graphics, hours upon hours of game

cussion and woodwinds sound authorize and not be

Camelot's magnificent RPG is as good as gold n Sun's developer, Carrelot, was able to crank up. Used in conjunction with

RPGs, the turn-based burde scenes are truly entring to

and placer in a special Bartle Mode Everythene in Golden Sun shares brathe, especially its stayvering depth and near-breakess possibilities Burnone, a kithe 4 tight mombas biopest and best RPG to come out in a long while

COMMENTS: Chris-The length of play is on wirking head-scrutching puzzles and a unique combat system. urmatched. Scott-life a speaking cost with an ustnessing magac system and faning that RPC form like for The

game is loaded with puzzles and







NARID LAND 4

The mustachioed meanle scores big on GBA. Though his against his nature, villatinous Werlandors - through the well-designed and good in Wano land a. And good. In classic Wheto attractive areas. The places you explore are inside a name-style. Wino Land 4 bursts with clever and treasure-filled present, and the count you collect inspired level design that requires you to use Wirso's can buy charges to play Whrio Land 4's fain arsenal of moves and transformations to pocket come. flow, flap around like a but to fly and flamen heracely

marcaxmes-The World Hors, Warrels Horse Rom Derlay and Whele's Boulette, It's no habed surjety

like a pancille to sources into eight spaces Thanks to Wario Land 4 fun through and through his even a hoot to watch the game's must see opening sequence. an which big, bad Warro has opt it soin' on, rollin' an The trouble comes, instead, in the fun form of has superfly low-ender to a fundor some that has "C'roon Warto Land's trademarks tricky navagetion. Working work E. work Et as a charus. He's they cool, and your way through the 20 side-semiline levels to blue a. Wario Land a 15 as cord as relativement are









Play as One Eye Jack and grind,



ध्या के के के COMMENTS: Scott-Crave has created a reasonable scooter clone of Tony Hawk, A very limited number of stages as the same's begant drawback, George-II year're come to borrow adeas, you might





er des



The Powerporf Girls spend most of their time whather graphics are charally and all une the stuffing out of Townsvalle's baddest, so a field-Pleasers can throw and lock furniture and transattic is the perfect way for Blowers. Bubbles and other props, and specieng up on these Bettercup to lay the smack down on Moin Ion. Furny Chemical X notions will enable you to use a

Lumpkins, Ham, Princess. Sedam and the Gangrene special attack, such as laser vision. The fighting con-Gana's Ace and But Bills All to characters are playable capt as a great one, but it's nothing that NewKadCo's fighters in The Powerpuff Girlar Chemical X-Traction, superb Torn and Jens in Fests of Purry Chine art this but seeing the world before before work keep most publish same first) from last year railed off with gamers upway/late since BAM's compony/best-'em-up sheker success. Chemical X-Tructon's combat is so is simed at very source plasers or people with very low durally and characterist in all float no reliables hering standards. Not a come for experts. Chemical subsets Moreover most risals work by able to set up from the supernoo' TV show, including Pokey Onlos - repeat. It's more to see the Powerpull Girls in 1-D, but Kindarguren and Mouse volcano-top observatory. nor like that

COMMENTS: Sense-The execution fills flat. The moves are large Issue-Potentially good fighting elements are













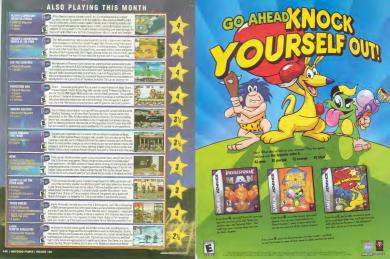
Ubi Soft

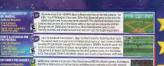
















THE WOULD IS NOT EXCECT. If you sourt, you right be able to see Jernet Sand using his arsenal of 16 weapons. and gadge as to shake and stir things up in the world of espionage Microscopic graph KS aside. The Wichials Not Enough from FA is a so-so observant transferent transferent selventure in the vern of Michal Gour Solid. Though I'WWE's controls are clumby Iyou can't walk and shoet at the same time), the high tech thiller gives you plenty to do









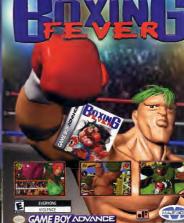
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COMING NEXT ISSUE ... Volume (5) December 2001

Super Smash Bros. Melec

It's a smash news flush in December when we punch through a couple of rounds of Super Smash Beos, Malee for Cintendo GameCube

Pikmin Preview



We're picking a peck of Pik-minutise fee our playful Pikmin preview what's growing on the GCN this

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